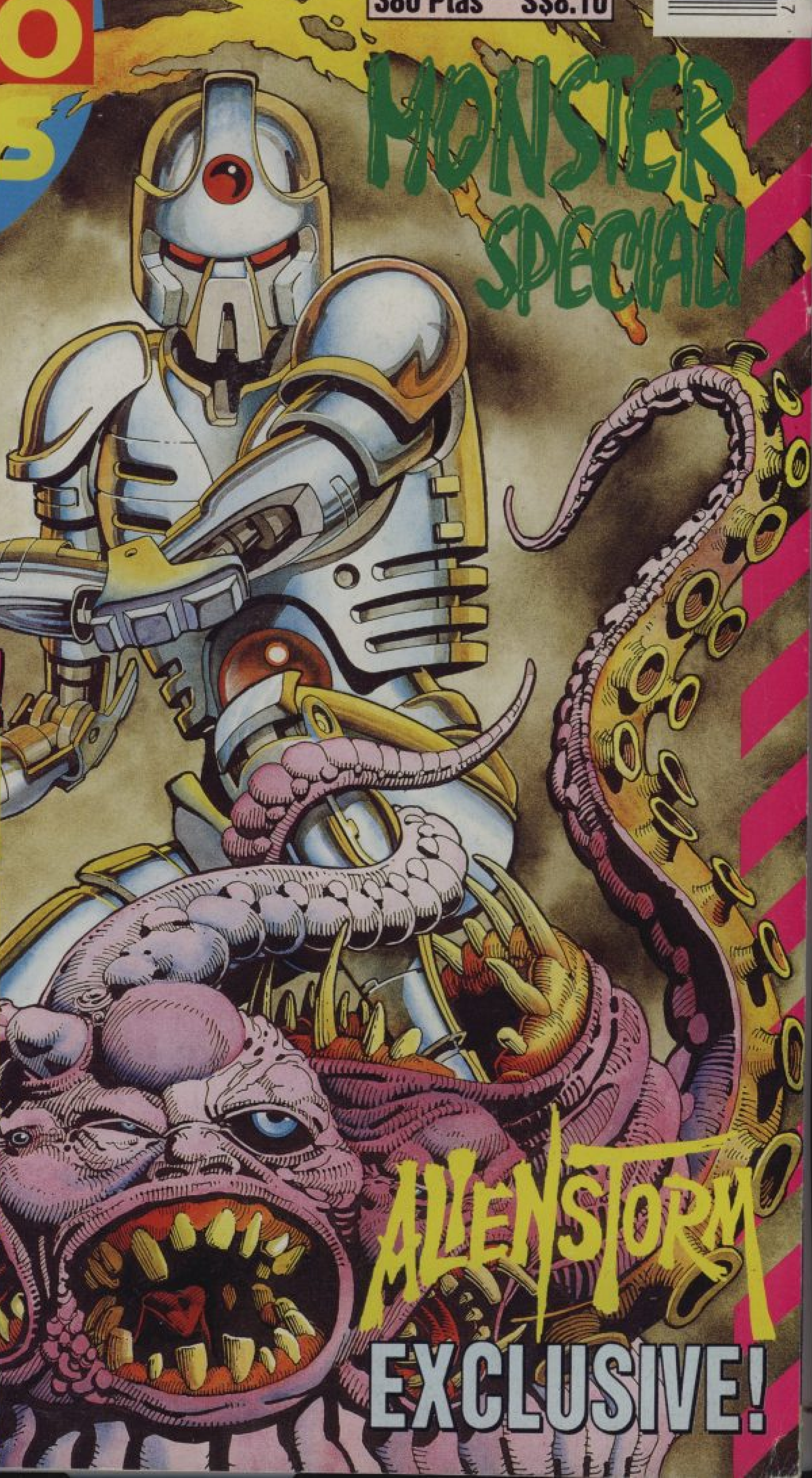
AMIGA MEGADRIVE ST SPECTRUM SUPER FAMICOM
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

£1.35
10.00 DM 4500L
380 Ptas S$8.10

COMPUTER + VIDEO GAMES



MONSTER SPECIAL!

FREE!! GLOW-IN-THE-DARK STICKERS!

WIN A SUPER FAMICOM!

WRESTLE WAR!
GREATEST GRAPPLE?



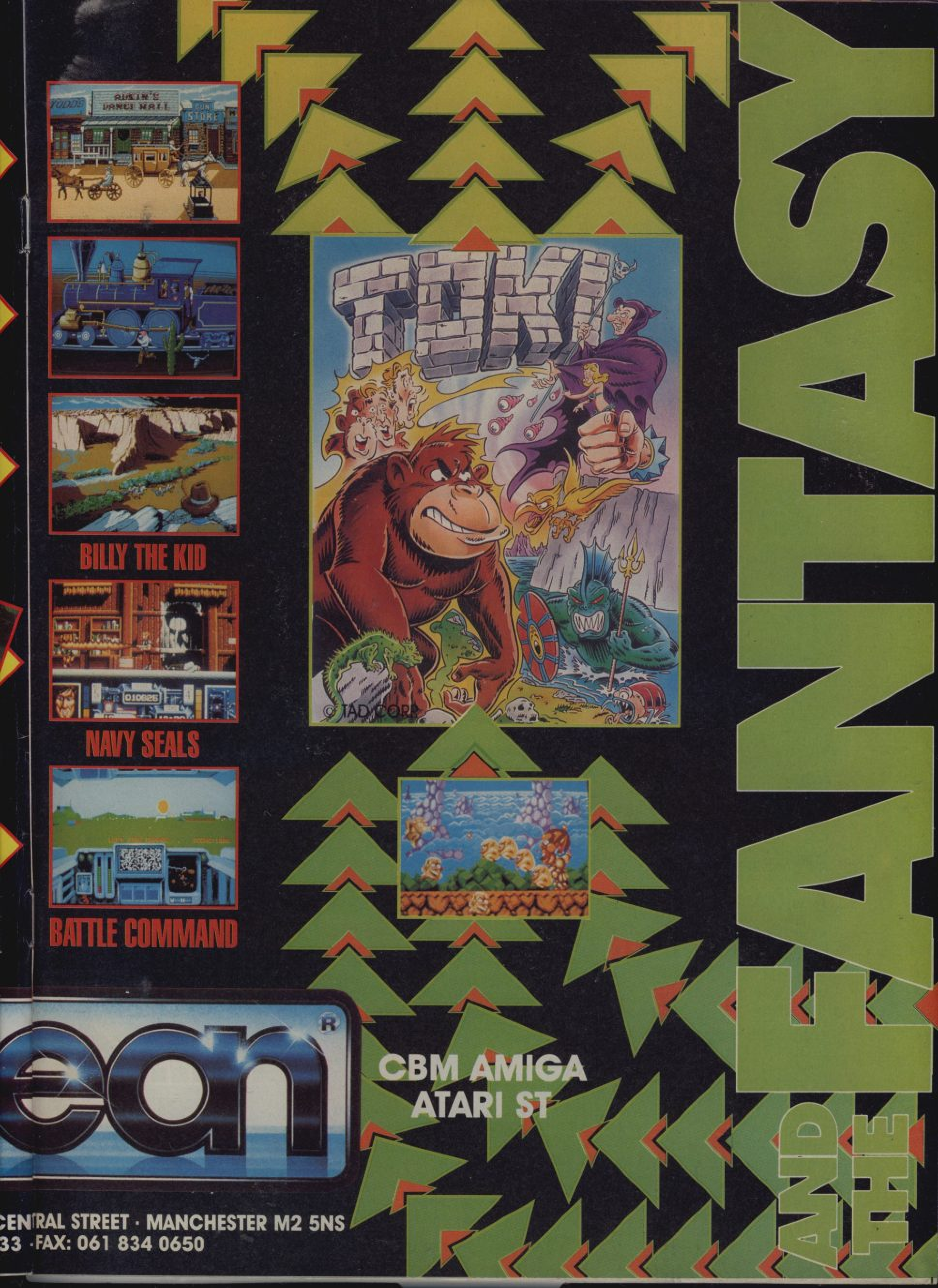
CHECK OUT CHUCK!
ULTIMATE AIR COMBAT THRILLER?



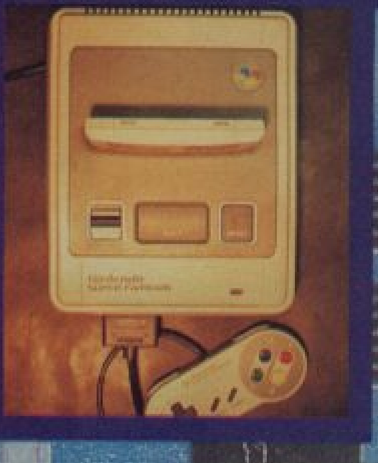
ALIENSTORM EXCLUSIVE!


AMIGA MEGADRIVE ST SPECTRUM SUPER FAMICOM
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST
JULY '91 ISSUE 116
COMPUTER + VIDEO GAMES
£1.35
10.00 DM 4500L
380 Ptas S$8.10
MONSTER SPECIAL!
FREE!!
GLOW-IN-THE-DARK STICKERS!
WIN A SUPER FAMICOM!
ALIEN STORM
EXCLUSIVE!


THE FIGHT
NAVY SEALS
©1990
ORION PICTURES CORP.
ALL RIGHTS RESERVED
BILLY The KID
Battle
COMMAND
CBM AMIGA
ATARI ST
OCEAN SOFTWARE LIMITED · 6 CEN
TEL: 061 832 6633 ·


TOKI
© TAD CORP
BILLY THE KID
NAVY SEALS
BATTLE COMMAND
CBM AMIGA
ATARI ST
AND THE
FANTASY
CEN RAL STREET · MANCHESTER M2 5NS
33 · FAX: 061 834 0650

KOOKY KOMPO KORNER



BYTESIZE



EDITOR
TIM BOONE
Formerly a bit of a snappy dude, Tim tried turning up for work in a tie and his credibility rating hit an instant zero. What with doing his back in lugging an arcade cabinet up four flights of stairs, diving onto the fire escape for a crafty tab every now and then and wearing a mouldy old T-shirt, he now fits in fine!



CONTEN

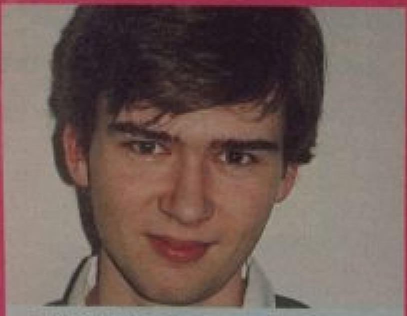
THIS MONTH'S REVIEWS

JULY 1991 #116

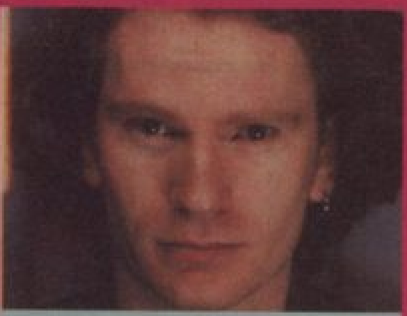








DEPUTY EDITOR
PAUL GLANCEY
Sporting the sort of haircut usually reserved for soviet cosmonauts and Malibu beach volleyball players, Paul's been working his cotton socks off - as usual. Now that this issue's out he's turning his attention to Mean Machines for a couple of weeks before we drag him back screaming for more. Is life tough at the top, or what?



ART EDITOR
JON BILLINGTON
Jon's been splitting his time between buying CDs for his Technics portable CD player with matching Megawatt speakers and Chairing the newly-formed CVG Staff Welcoming Society. In between he's found time to get tough on the telephone, play a few games and work flippin' hard on this issue. What a trooper!

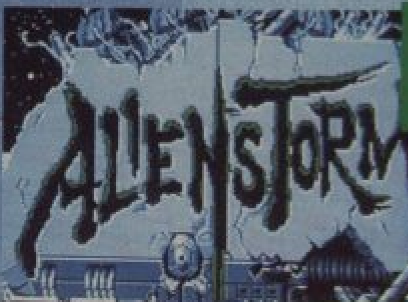


STAFF WRITER
RICHARD LEADBETTER
Sadly, this will be Rich's last issue as full-time wordsmith for CVG. He's packed his trunk, said his farewell and journeyed exactly two yards to take up his new position as main man on Mean Machines! Is this the end? Not at all - Rich will still be throwing his talents our way on a regular basis. Phew!



STAFF WRITER
PAUL RAND
Back from the Far East without a trace of a sun tan, we reckon CVG veteran Paul's been hanging out in all those places his personal tax advisor warned him about. Still, we're more than pleased to welcome the man Rand back to take up where Rich left off - and there's a tall order for you!





NTS

COMPUTER + VIDEO GAMES







ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Martha Moloughney SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler ADDITIONAL LAYOUT: Yvette Nichols MANAGING EDITOR: Julian Rignall PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING SLAG HEAP: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095
PRINTED BY: KINGFISHER WEB LTD, FENGATE, PETERBOROUGH COLOUR BY: PROPRINT, LONDON E13 COLOUR CONNECTION, LONDON EC2 TYPESET BY: THAT MAN AGAIN
WWF PICS (PP36-38) COURTESY OF BRITISH SKY BROADCASTING.
DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597
HELLO DANNY CURLEY, YOU GOT YOUR MENTION AFTER ALL!

THE NEW ADVENTURES OF
ED-FIRST



◀ *Use the CVG patent Oil of Editor. Before...*

...and after! Truly a miraculous improvement! ▼



HELLO! Four weeks with Britain's biggest and best all-format games mag - and quite a month it's been! What with getting the job, settling in, jaunting off to Monaco, losing to Jaz at two-player Tetris, taking delivery of my very own Stargate arcade machine and beavering away on this issue, my size elevens have scarcely touched the ground!

Anyway, have we got the goodies lined up for you! Inside and outside this Monster Special issue you'll find the latest batch of super scary glow-in-the-dark stickers (more on them later) and an exclusive preview of Alien Storm - chock-a-block full of things that go bump with a fright.

Also, run your peepers over our first look at Chuck Yeager's Air Combat - possibly the best flight fight sim yet seen on any home machine. If that's not enough, get to grips with our review of GG Shinobi on the Game Gear (it's wicked!), Wrestle War on the Megadrive and Sim City on the Famicom. Are we good to you or what?

Talking of which, this month we're asking just exactly what YOU think of CVG. On pages 113 and 114 you'll find The CVG Questionnaire - with a grand total of £1000 of free software up for grabs! We want you to tell us exactly what's good and bad about the mag, together with a few details about yourselves. It's good fun, especially since we're giving £200 of free software to the first five completed forms pulled out of the hat.

So get scribbling and drop me a line here at CVG if there's something you want to get off your chest but can't fit onto the three lines at the bottom of the questionnaire. I'll throw in a free, gratis and for nothing Gameboy for the best letter - can't say fairer than that. On with the show...

THE WANDERER RETURNS

Just when everybody thought Hong Kong was just about far enough, old hand Paul "Pauly" Rand returned from his far-flung Far Eastern tour to win back his old job as staff writer on CVG! Funny old world, eh?

Having charmed the natives of Hong Kong and amazed the locals with his knowledge of frothing beverages, Paul fought his way through customs weighed down with all sorts of technical little miracles - the details of which it would be best not to go into.

Back on British soil, our Geordie-born Liverpool supporter set about finding a bedsit in the smoke, only to find that nobody was prepared to take his whippets or accept mass-produced ROM chips in place of rent.

Anyway, the upshot of all this is that the man Rand is now back on the beat, so sorry to those of you who set your sights high and applied for the job of Staff Writer.

Incidentally, Paul's return is good news for CVG and everyone else except the Hong Kong tourist commission, who had his crappy T-shirts and bloody Southerner jokes marked down as their main attraction for the summer...



The great Anthony Hopkins in Silence of the Rand.

GRAB THOSE GLOWING STICKERS AND WIN A SUPER FAMICOM!

Check out those grippingly gruesome glow-in-the-dark ghoulies on the cover! Good, eh? Well, if that's not enough...leave them in the light for a minute or two, then go to a dark place and put a sheet over your head or something and scare everybody's socks off as those evil eyes glow green!

Here's how to use those scary stickers to win yourself a scrummy Super Famicom! First of all, collect all four sets of stickies - two with the June and July issues of CVG and two with the June and July issues of Mean Machines. (Whaddya mean you haven't bought the June Mean Machines yet? Do you know what you're missing?!)

Anyway, with each set of stickers you'll find a competition token. Simply collect all four, stick them onto the entry form, answer the oh-so-simple questions and pop the lot in the post. Now you'll stand the chance of winning one of four fabulous Famicoms - two to CVG readers and two to Mean Machines readers.

Just think, you can be the envy of your friends with the hottest console around - playing some of the best games available on any home system. (Check out F-Zero, it's totally fab!) So what are you waiting for? Keep collecting those stickers and look out for the next Mean Machines with the last lot of scary monsters screaming forth from the cover...



ALERT! APRIL HOTLINE WINNERS MISSING!

When Rob "Mr Competition" Swan left us last month we kind of lost track of the names and addresses of the winners of the Hotline competitions who were announced last month. So if you want to claim your prizes George Collier, Simon Barrett and Gary Hubble, please write in with your details. By the way, Dean "Quick Off The Mark" Okoh, has already contacted us, so no trying to claim his prize, you naughty compo frauds! We've got your number!







NAME ______________________________

ADDRESS ______________________________

____

THE MONSTER QUESTION: THIS WILL DECIDE THE WINNER!

WHAT WAS THE NAME OF THAT HUGE, RUBBER JAPANESE DINOSAUR WHO FOUGHT MOTHRA, KING GHIDRAH, RODAN AND STARRED IN SOME OF THE SILLIEST MONSTER MOVIES EVER?

____

IF I WIN, I'D LIKE A PAL ☐ SCART ☐ SUPER FAMICOM (TICK BOX)

STICK YOUR CVG COMPO STICKERS IN HERE

1

2

STICK YOUR MEAN MACHINES COMPO STICKERS HERE

1

2

SEND YOUR COMPLETED COUPON TO:
THE CVG SUPER FAMICOM MONSTER COMPO,
COMPUTER AND VIDEO GAMES, PRIORY COURT,
30-32 FARRINGDON LANE, LONDON, EC1R 3AU.
GET YOUR ENTRIES IN BY AUGUST 15TH.

KOMPETITION KORNER

This month: May. Yes, if you entered a compo in the May issue of CVG, look below for your name. You too could be a winner! Or not. Whatever.

VIRTUALLY THE BEST COMPO IN THE WORLD

Two CVG readers will be going on an expenses-paid trip to W Industries to give their Virtuality machines a thorough workout. Those lucky people are:
Paul McNaught, Poulton, Chester
Gavin Wild, Weybridge, Surrey

THE MAY HOTLINES

WIN A MEGADRIVE

Ross White, Alloa, Ayr

WIN A PC ENGINE

Mathew Tamblin, Brecon, Powys

WIN A GAMEBOY

Ben Benstead, Muswell Hill, London

WIN A SUPER FAMICOM

William Black, Annan, Dumfrieshire

NEWS



ALIENS, COPS AND ROBBERS!

Here's a quick lowdown on the mega movies of the moment likely to be making their way onto a computer near you real soon - Aliens 3, Robocop 3 and Captain Hook, err, 1.

What with monsters all over this month's CVG, we've got to start with a mention for the biggest bug movie of the lot - Aliens 3. Mirrorsoft have snapped up the rights to this tasty license and are planning a completely different style of game to show off the movie to full effect.

The film, starring veteran Alien basher Sigourney Weaver and a host of British stars, looks set to become a monster hit when it's unleashed on the public later this year.

Apparently there are very few guns in the film (the poor old humans are armed with knives and things) and bits of the movie were filmed on an English beach because it looks like an alien landscape. So now yer know!

The CVG crew have had a quick look at Robocop III on the Amiga and it's looking pretty impressive. Ocean and developers DID (the team behind F29 Retaliator) have opted for a full 3D game which appears considerably less violent than the other two. One to watch out for...

Also, we do hear tell that Steven Spielberg's next biggie Captain Hook, will be swashbuckling its way onto home computers soon, thanks again to Ocean.

This looks like a license and a half (the film itself cost squillions to make) and we'll bring you more news as soon as we have it!

GAME GEAR GETS GOING..



IT'S official. It's here. It's not quite what we expected and it's in the shops now. It's the Game Gear!

Long available on grey import, Sega's all-singing all-dancing all-colour handheld has now been officially launched in the UK and is squaring up to the Gameboy and Lynx in a bid to become prince of the portables.

Priced at £99 without a game, a mains adaptor or any batteries, the Game Gear will need a few tricks up its sleeve to compete with the mono-but-brill Gameboy. Luckily for Sega, it has them...

First off, a planned TV adaptor will turn your Game Gear into a rather nifty colour TV for something like an extra 70. Second, Sega have a few pretty fine releases lined up to keep you glued and gaming.

The initial batch of seven releases includes Super Monaco Grand Prix (a fair enough conversion of the arcade game), G-Loc, Columns, Wonderboy, Dragon Crystal, Psychic World (avoid!) and Mickey Mouse.

There's nothing particularly outstanding among this lot, but Sega do have a few choice goodies up their sleeves. GG Shinobi on grey import is absolutely brilliant - check out the Review on pages 102 and 103.

On its own this arcade-quality title is almost worth buying the Game Gear to play, and provided Sega can keep up this standard of release then everyone's doubts about the machine will be well and truly squashed.

For your £99 you get a sleek black box containing a back-lit LCD screen featuring 32 colours across its 3.2 inches. There's a Gear to Gear cable for optional head-to-head play and the whole thing feeds on six AA batteries or an optional power supply.

Other games planned for release later this year include Outrun, Ninja Gaiden, Space Harrier, Frogger, Joe Montana Football, Golden Axe and Donald Duck - and there are some pretty strong titles among that lot.



All in all it suddenly looks as if the Game Gear really is a serious contender for this year's High Street Christmas cracker. As usual though, proof of the pudding will be them there games...



NEWS

DROOL over these mouth-watering screenshots. Thrill to that playability. Go all goosepimply over the graphics. Get a grip on yourself - Rolling Thunder is back in the arcades!





After five very long years one of the finest coin-ops ever (A top ten jobbie in Boone's Arcade Hall of Fame) makes a welcome return - with twice the thrills for your hard-earned dosh.

The original just oozed finely-tuned gameplay, and early reports from Japan indicate that Namco have captured the same atmosphere of clean-cut mayhem for Rolling Thunder 2.

Basically, the terrorists are taking over - wrecking every communication satellite floating around the Earth and leaving everyone in a frantic panic. Well, what do you expect with no Sky Movies?

It's all the fault of the Geldra - those bad guys from RT One reincarnated to cause more trouble as the Neo-Geldra (clever, eh?). The war has started again.

Luckily agent Albatross from the original now has a fine looking sidekick - the slinky red-headed Reila. Together or one at a time they can take on the baddies in a struggle to save the planet...

Just like the original, there are one heck of a lot of bad dudes to contend with. Luckily there are guns and machine guns to play with, with various piles of ammo hiding behind closed doors!

Expect to see Rolling Thunder at an arcade near you at some time in the near future. Make sure you save those 10ps - you're going to need 'em.

TETRIS TIMES TWO

THE best game in the world could soon be getting better. Tetris is back - and how! Just as the world recovers from Alexey Pajitnov's landmark game, hot from chilly Moscow comes news of Super Tetris! Published by Spectrum Holobyte and previewed at the CES show, this sequel looks set to knock the original into a Cossack's cocked hat - incredible! Rest assured we'll have the full lowdown on this one very soon indeed.





TURN on your telly right now and chances are you'll tune in to find good old Mario at the top of a skyscraper and saving the world (again).

Why? It's all to do with Nintendo's totally mega TV advertising campaign to convince everyone how utterly fab the Gameboy is - as if you needed telling!

What with Mario doing the business with Walkers Crisps for the NES, this latest ad campaign should make Mario the household name he's already become in the America.

Viewers who will be able to watch our cutesy computer chum at work this month include LWT, Central, STV, Yorkshire and Tyne-Tees. Lucky old them, eh?

By the way: did you know that Nintendo have already sold a total of five million Gameboys and 25 million Gamepaks in the states? Put together, that lot's worth more than a billion dollars!

FLY HIGH WITH THE BEST!

FANCY taking the controls of an F-16 and taking on your friends in a jet fighter duel to the death? Read on...

Those fabulous Falcon people at Spectrum Holobyte have been working away on Falcon 3.0, which should have just been previewed in America by the time you read this.

The news, along with these cracking screenshots, should have Falcon fans foaming at the mouth - especially with the whole host of improvements the programmers have made.

Based again on the General Dynamics F-16 Falcon, version 3.0 features a play area of 270,000 (count 'em) square miles over three fighting arenas and three levels from wimpy novice to Top Gun Ace Fighter Jockey.

Holobyte say they've improved the graphics of its worthy predecessor and this version now features a super-duper undulating terrain which unfolds as you fly across the landscape. Cor!

There's an Instant Action option for immediate arcade thrills in which the computer throws you into the thick of the action, awarding points for the number of bogeys you manage to total.

But for fans of a deeper game, there's a campaign option which puts you in charge of 16 planes, eight of them flying at any one time. According to Mirrorsoft, who will be publishing the game over here, no two camapaigns will ever be the same.

If that's not enough, Falcon 3.0 promises a fighter weapons school in which you can create your own missions and set up all sorts of scenarios.

But perhaps the most astounding thing about Falcon 3.0 is the fact that it's the first in Holobyte's Electronic Battlefield series. Players using games in this series will be able to interface with each other via modems and link up for all-action thrills and spills.

The second game in the series will be Avenger A-10, based on the A-10 Thunderbolt "Warthog" of Gulf War infamy. Holobyte claim this will be the definitive simulation of the tank-busting plane's prowess, and linked up to Falcon we think gamesters could be in for a real treat!





NEWS

PRE-HYSTERICAL PREHISTORIK

TITUS are certainly pulling out all the stops - they've just announced the release of the adventures of their newest hero, Prehistorik. Set in the stone age, our hero, a member of the T-Bone Tribe, is out to lunch - literally! Armed with his Diner-Club (groan!), our rock 'ard rockhead has to travel through the unexplored ice fields of Antarctica, the dark and mysterious caverns of "the shady continent" (wherever that is) and the lush jungles of the Tropics.

If you ask us, this looks more than a little like Core's Chuck Rock, but whether the playability is more than sufficiently different is yet to be seen...



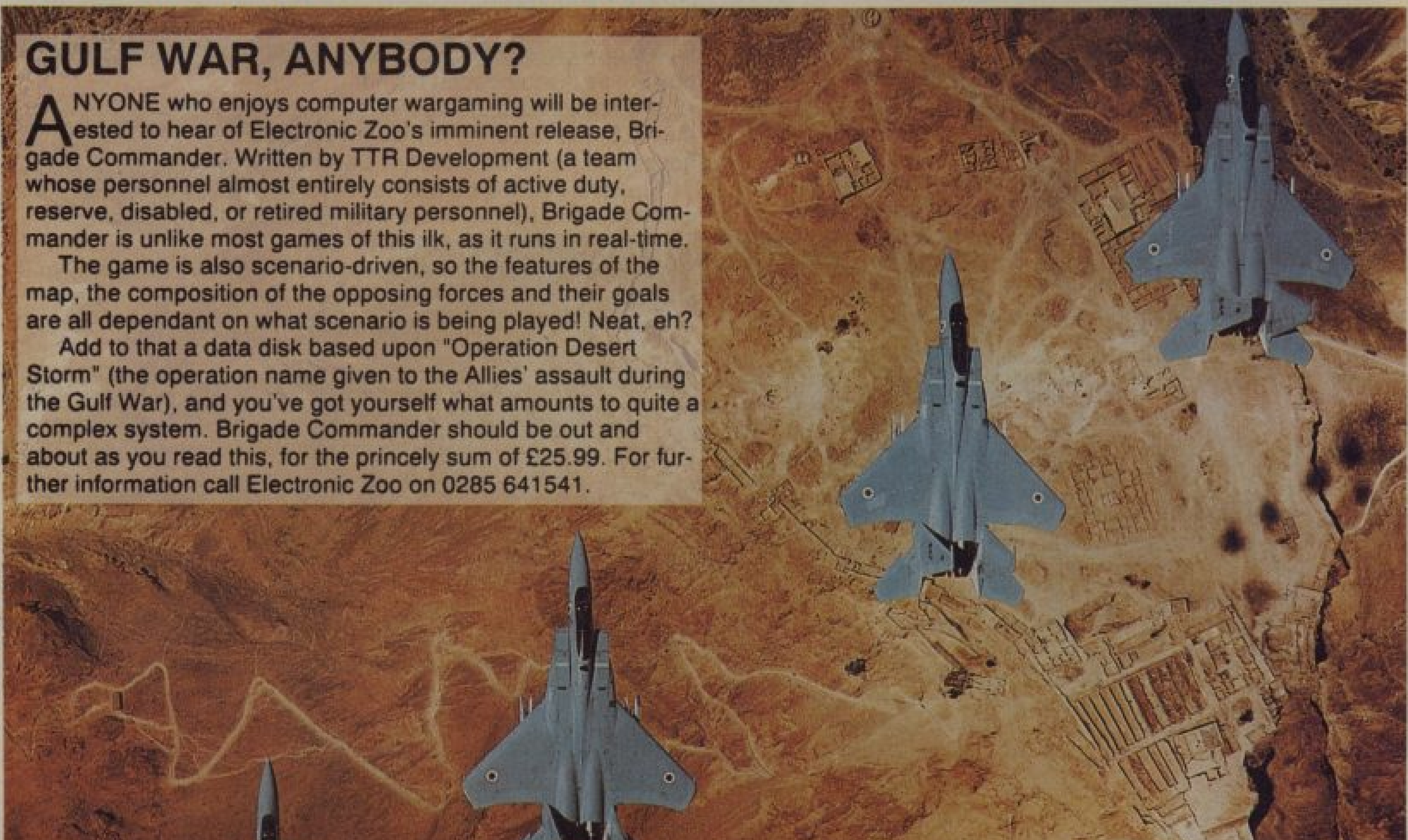


GULF WAR, ANYBODY?

ANYONE who enjoys computer wargaming will be interested to hear of Electronic Zoo's imminent release, Brigade Commander. Written by TTR Development (a team whose personnel almost entirely consists of active duty, reserve, disabled, or retired military personnel), Brigade Commander is unlike most games of this ilk, as it runs in real-time.

The game is also scenario-driven, so the features of the map, the composition of the opposing forces and their goals are all dependant on what scenario is being played! Neat, eh?

Add to that a data disk based upon "Operation Desert Storm" (the operation name given to the Allies' assault during the Gulf War), and you've got yourself what amounts to quite a complex system. Brigade Commander should be out and about as you read this, for the princely sum of £25.99. For further information call Electronic Zoo on 0285 641541.



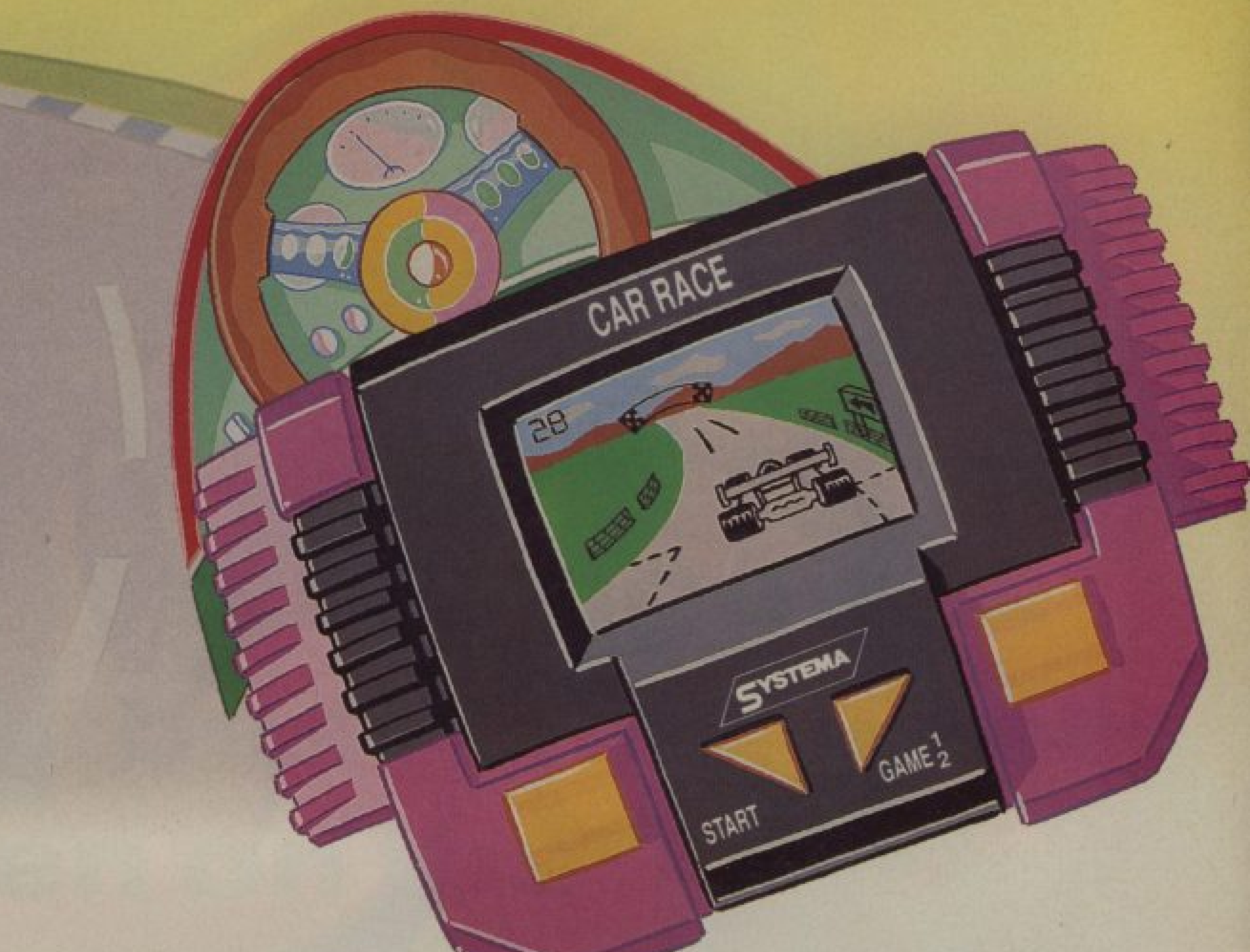
FREE ALL ACTION

SYSTEMA

LCD GAME

EVER READY®

NEW FROM THE *Power* COLLECTION



Bring electronic excitement to your fingertips by getting your hands on Gold Seal batteries. You're free to choose from 3 action-packed hand held Systema LCD Games – Soccer, Tennis and Car Race. Just pick up promotional packs to get in on the fun.

See your local Ever Ready Gold Seal stockist for details. More than one purchase required.

LOOK OUT FOR SPECIAL PACKS



NO OTHER BATTERIES ARE EVER READY®

Promoter: Ever Ready Ltd, Mailbag, PO Box 1447, London W6 8EG.

SPECIAL OFFER – LIMITED PERIOD

FREE TDK TAPE

With Your LCD Game

EVER READY®

Ever Ready will send a TDK D90 audio tape to each valid LCD Game application received by **2.9.91** which includes this voucher. Only one voucher per application.

This voucher is not valid in conjunction with any other offer. No refund or part refund is possible on this voucher.

See specially marked packs for full details on the LCD Game offer.

Please complete your name, address and choice of game when applying for this offer.

Name:..

Address:..

.... Postcode:..............................

Age:........................ Signature:...
of parent or guardian (if under 18)

Preferred LCD Game: ....

If you do not wish to receive details of any other Ever Ready special offers; please tick ☐.

Voucher valid until **2.9.91.**

Send this coupon with your special LCD Game points to:
POWER COLLECTION LCD GAME OFFER, PO BOX 112, LIVERPOOL L69 1QZ.

CAVTDK


SONIC
THE HEDGEHOG
"the best game ever..."
the new hero for the SEGA MEGA DRIVE SYSTEM


He's blue, spikey and speedy (ultra sonic in fact!) SONIC THE HEDGEHOG has now arrived. SONIC is the unlikely hedgehog super hero of the greatest platform game ever seen on the MEGA DRIVE SYSTEM. Zoom through 6 worlds collecting power rings, tumbling through tunnels, bouncing across land-scapes zapping badguys as you go on to destroy the dark force of Dr Eggman that shadows your world . . . check out the graphics!
"the biggest & best thing ever seen on the mega drive"
MEAN MACHINES
SCORE 500
TIME 0:51
RING 23
SCORE 3100
TIME 2:30
RING 2
SCORE 0
TIME 0:06
RING 6
SONIC THE HEDGEHOG
SEGA
Virgin
SEGA
VIRGIN MASTERTRONIC LTD, 16 PORTLAND ROAD, LONDON E11 4LA. TEL: 071 727 8070

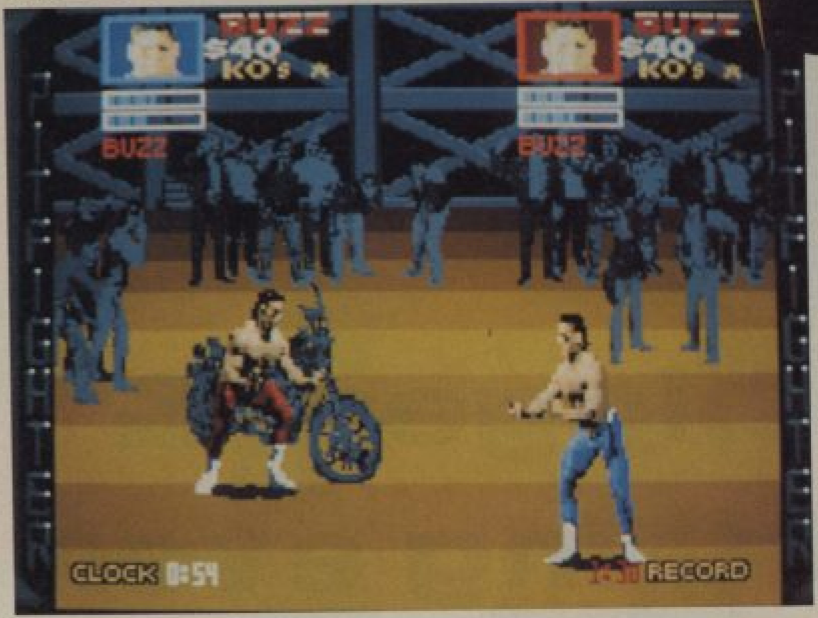
NEWS



PIT-FIGHTER
The Fighting Machine

BEATING THE COMPETITION

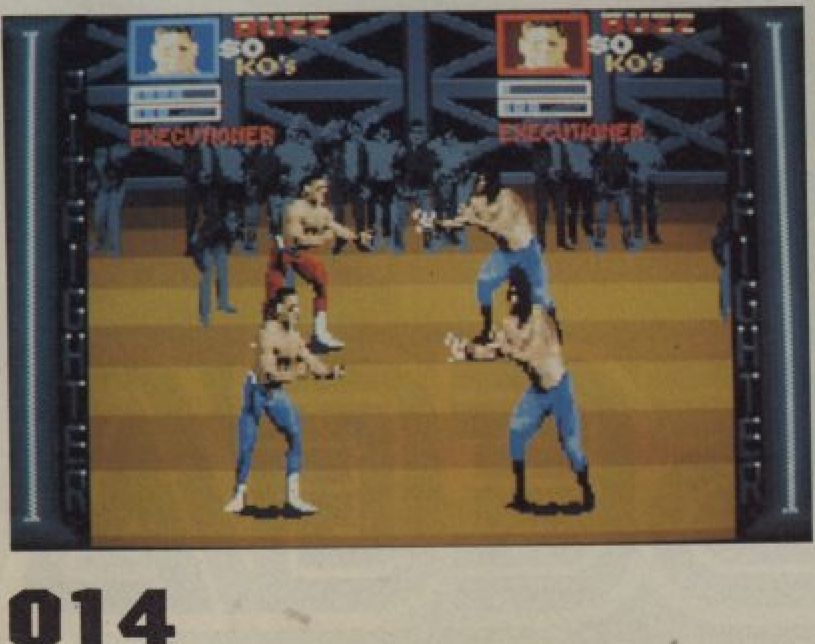
DOMARK are hoping to net the Christmas Number One slot with their conversion of Atari's massive beat 'em up, Pit-Fighter. The game is set in the seedy world of illegal underground fighting, with the player adopting the guise of one of three fighting aces taking on a bunch of deranged psychos in a series of one-on-one battles!



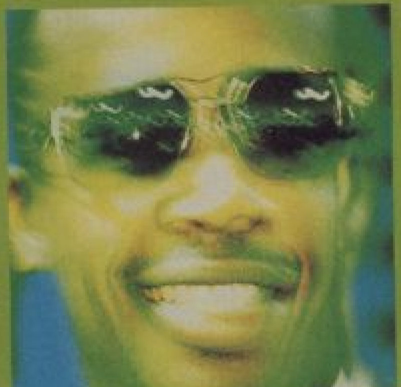
The arcade machine was a massive hit due to the combination of digitised graphics and sound and brilliant gameplay. In fact it's probably one of the most enjoyable beat 'em ups doing the rounds in the arcades!

Domark acquired the licence to Pit-Fighter as soon as it hit the arcades and have been beavering away on the conversions since. From what we've seen of the Amiga game, it looks superb - with authentic visuals and simultaneous two-player action. Domark even reckon they can cram in all the sampled speech and effects as well!

This could well be one of the best Tengen coin-op conversions yet - watch out for a full preview next month in CVG!



HAMMER, DON'T HURT 'EM



COMING soon to an Amiga, C64 or a PC near you, courtesy of those German software wallahs Demonware, is PP Hammer and his Pneumatic Weapon. Now, before you start sniggering and falling about, PP Hammer is a young lad with a pneumatic drill who must run around 70 levels of monster-infested madness, in order to grab all the treasure. On his quest PP will find all manner of objects to aid him, such as keys, potions, scrolls, oil (for the drill), and so on. But if the going gets too drastic, PP can hide underneath his big yellow helmet!

We've had a look at an early version of the game, and to be quite honest, weren't overly impressed. But, as they say, ours is not to reason why, ours is just to give this sucker the full low-down in a future issue. PP will be out on the Amiga at the beginning of June, with the C64 and PC versions to follow.

NEWS

SPECIAL REPORT



MINDSCAPE'S MIRACLE OF MUSIC TECHNOLOGY



It's a miracle! A true, blue spectacle, the miracle is you! Ooh!

Barry Manilow

A MIRACLE OF MUSIC TECHNOLOGY!

Say goodbye to the horror of piano lessons (if piano lessons were ever horrible) with this coming-soon musical keyboard system which allegedly teaches even a complete imbecile (pictured) to play the piano. Software Toolworks' Miracle system has been selling like hot cakes in the USA, and in September you'll be able to get hold of one over here, thanks to Mindscape who plan to sell it for the amazing value-for-money price of £249.

The 49-key keyboard incorporates stereo speakers, a headphone socket and even MIDI ports, so you can hook up a drum machine or sequencer. The keys are all velocity-sensitive, so the harder you strike them, the louder the sound, and in total, the unit can produce 128 different sounds in 16 note polyphony.

The keyboard can be played on it's own of course, but if you want to learn to be a virtuoso, plug it into your Nintendo (PC and Amiga versions are rumoured to be on the way), insert the cartridge supplied and the machine will teach you all about rhythm and reading music in 50 easy, practical lessons.

Sounds too good to be true? We thought so too, but after a quick demonstration, the thwarted CVG Manilows were truly astonished by the clever software, and were clamouring to learn more. We'll be giving YOU more details in the full review of the Miracle which will appear in these pages in just a a couple of issues. Music lovers, stay tuned!



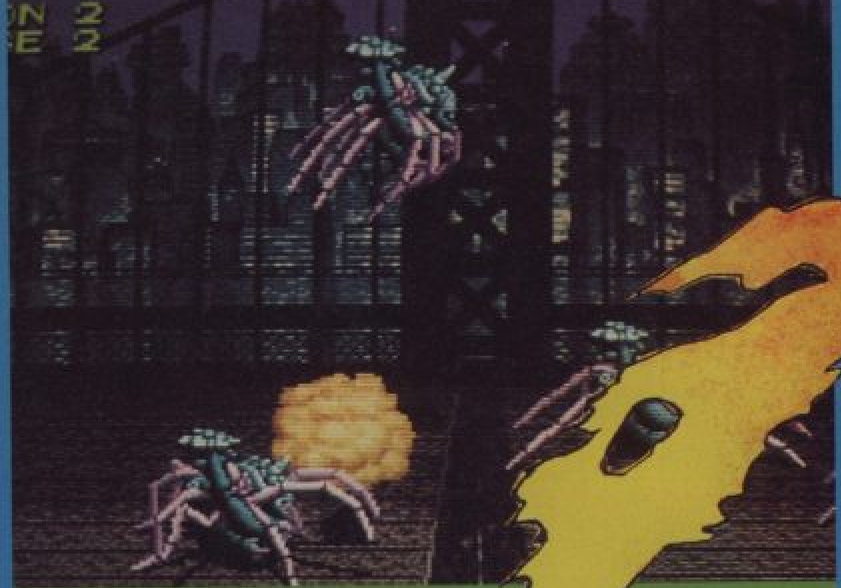
PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
C64	SEPTEMBER	£ TBA

Coming soon from US Gold are conversions of Sega's excellent arcade blast. While Richie Leadbetter was in Brum for the Challenge, he sneaked a peek at how things were progressing - expect the exclusive review next month!

Alien Storm went down a storm (groan, gibber) in arcades during 1990, combining Golden Axe gameplay with big guns and laser whips! The scenario (as to be expected from a coin-op) is rather corny. Put simply, loads of alien spores have landed on Earth and repellent, slimy aliens have grown from them, strengthened by the Earth's pleasant atmosphere. Now, the population centres of the world have been emptied and aliens roam the streets, looking for any juicy humans to accost, slime to death, and then eat for supper (yum yum). There are three heroes in the game who decide that enough's enough, and set out to utterly destroy the alien menace...

US Gold are the software publisher behind the home versions of Alien Storm and they've enlisted the aid of Tiertex (fresh from their successful conversion of MERCS) to carry out the home versions. From the look of the Spectrum and ST versions we've seen, it looks very impressive indeed, and we'll be giving you the definitive review in next month's CVG.



A BRISK JOG...

In the bonus game, the player sprints along a horizontally scrolling level, blasting all sorts of alien scum into next week and beyond! When all this high-speed malarkey is over, the player's performance is judged by the panel (made up of characters from previous Sega coin-ops - even the dwarf from Golden Axe is in there!). Bonus points are awarded based on the judges' deliberations.





ALIEN STORM

SCROLLING BLAST-ALONG

Most of the xenomorph-busting action takes place on a horizontally-scrolling playfield, with our heroes blasting the seven bells out of any aliens in close proximity. The weapons handled by the main characters don't exactly have much range, so unfortunately, you have to get in pretty close to be sure of sealing the aliens' doom!

▼ *Get the sick-bag, someone!*



▼ *Devastation guaranteed.*





▲ *Scooter gets angry!*

▲ *Scooter's surrounded!*

3D PARALLAX DESTRUCTION

Another part of the game takes place inside a building infested with alien scum. So, pausing only to scoop up a heavy duty laser rifle, it's the players job to patrol the parallax scrolling building letting all sorts of alien eat photon death.

PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
C64	SEPTEMBER	£ TBA

MEGADRIVE MASSACRE

Due from the Land of the Rising Sun in a couple of months is the Megadrive version of Alien Storm. US Gold actually used this version of the game as a basis of the conversion, because it has more levels than the arcade machine! The gameplay is identical to all the other versions of the game, featuring all of the different game styles.

ALIEN STORM: THE COIN-OP

Alien Storm is Sega's own sequel to their massively popular Alien Syndrome coin-op, but they've gone one better on their last effort by having not two, but three players blasting away simultaneously! On the home versions, only two-players can battle away simultaneously and obviously the graphics and sound are that bit simpler than the coin-op's (here's some arcade screen shots for your delectation), but the gameplay itself is much the same.



HAVE-A-GO HEROES

GORDON

Gordon's no moron. He's fast and performs all manner of rolls and athletic achievements. He's also armed with a massive (albeit short-range) laser cannon.



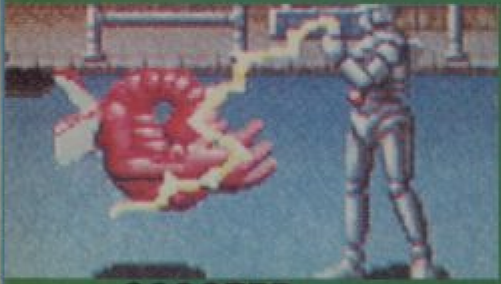






KALRA

Girlie she may be, but Kalra is one mean fighting machine. Her weapon is a highly effective flame thrower!





SCOOTER

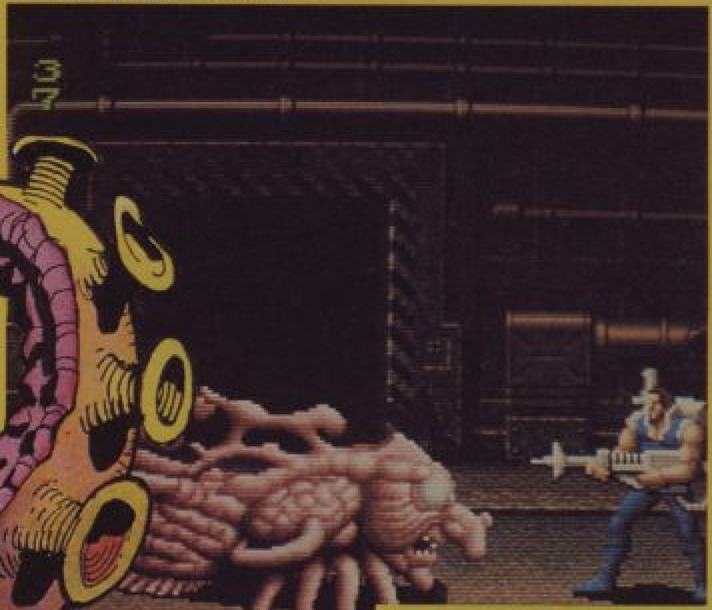
As far as androids go, Scooter's "a bit tasty", and so he should be with that massive laser whip!



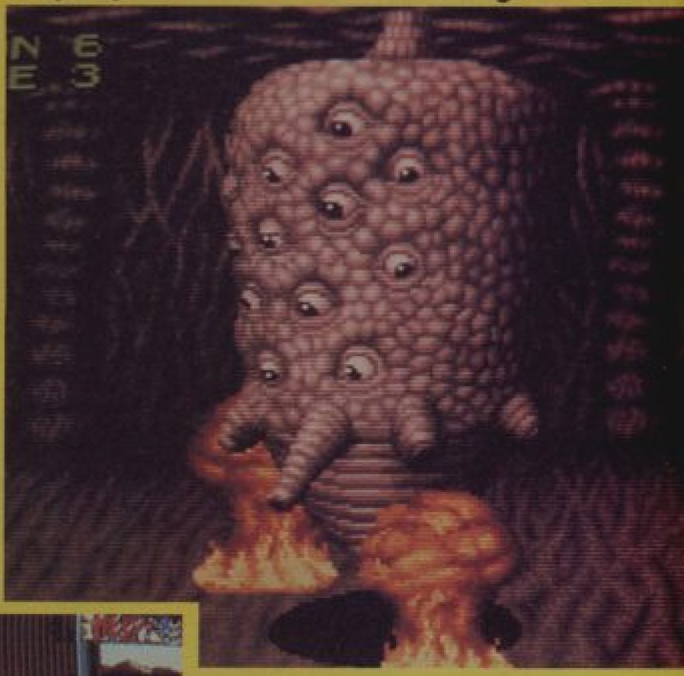


▼ The coin-op attract sequence.

▼ George gets mean!



▼ Eye-eye! This looks a tad menacing!





Can all this be crammed into an ST? ▶



▼ George gets pasted!



ALIEN ST-ORM

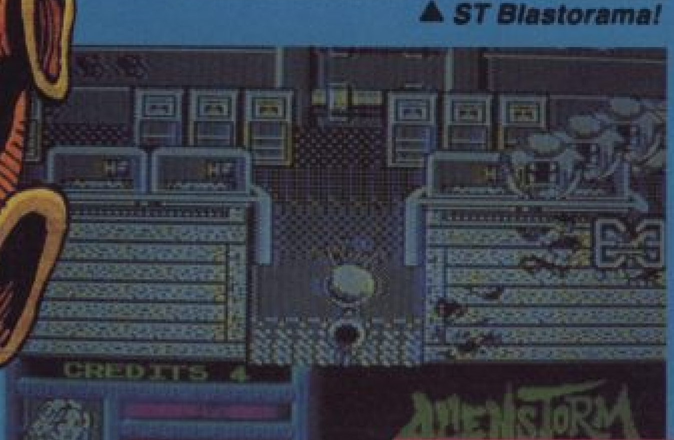
From the looks of things, the ST version of Alien Storm looks pretty close to the coin-op original. The xenomorph-annihilating antics are just as much fun as the arcade version, and though the scrolling's a tad jerky (especially in the fast-moving running section), it still looks like being quite an impressive title.



▲ ST Blastorama!

▼ The 3D parallax bit.





▼ The Speccy player select screen.



▼ A walk in the park turns deadly.



SPECCY BLASTING

By far the most advanced version at the moment, Speccy Alien Storm looks really impressive. Although the graphics are mostly monochromatic, the action is mega-fast, and all of the coin-op's sections have been included. All of the three characters are also present, and all of their attacks and athletic moves have been included! Looks like being a goodie...

HOTLINES



WIN A PC ENGINE!
0839 654 169

One of the best consoles available, this micro-matchbox of arcade anarchy is up for grabs! Want to win one, do you? Well, you'll have to call this number first!



WIN A MEGADRIVE!
0839 654 168

Dark, sleek and deadly, this 16 bit superstar of consoledom is just waiting to be won - could you be the lucky reader? Grab that raprod and find out!



WIN A GAMEBOY!
0839 654 170

This little baby has been snapped up by all manner of stars. If you want to join in the hand-held hilarity, you'll have to leap on the phone and dial that number bloomin' quick!



WIN A SUPER FAMICOM
0839 654 171

Possibly the best console ever conceived, the Super Famicom is now Japan's biggest selling machine! To be in with a chance of winning one, get granny off the line, and ring this number NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).


HEROQUEST
From the best selling role-playing game Gremlin brings you...
COMPUTER ADVENTURE IN A WORLD OF MAGIC
Screen shots from Amiga version
Gremlin Graphics Software Ltd., Carver house, 2-4 Carver Street, Sheffield S1 4FS Tel: (0742) 753423
GREMLIN®
HeroQuest © 1990 Milton Bradley Ltd.
Available On: Amiga • Atari ST/STE • Spectrum, Amstrad and C64 cassette & disk
(PC VERSION AVAILABLE SUMMER 91)

MEGADRIVE **£35.00**

BY SEGA



Robin Hood had his Merry Men, but Robo and Mobo Bonanza only have each other - and their mysterious boss. He has set the two round-headed robbers the task of stealing the ill-gotten gains of local racketeers who own crooked casinos and live opulent lives off the backs of their exploited workers. Not only are they stealing valuables, they're also after evidence which can convict the villains.

Ten locations have been chosen as ripe for burglary, but to make things more difficult, all of them are bristling with armed security guards. The boys are armed with stun guns themselves, which are fine for dealing with the uniformed guards, but many of the more advanced crime-scenes are full of armoured guards who carry bullet-proof shields, and they can only be knocked out from behind.

The screen is split in two, so that the brothers can separate and the players can still follow the action. Between the mini-screens is a map of the current location which shows the locations of the treasures, and once they've all been stashed in the swag bag, it's time for the brothers to make their way to the roof where their escape blimp is waiting to carry them to safety, ready to perform their next blag.





The most impressive thing about Megadrive Bonanza Bros are the graphics, which are very true to the ray-traced sprites in the coin-op. Unfortunately, once you've recovered from that minor thrill, there's not a lot else capable of providing excitement. Do NOT follow your instincts and start playing this on EASY level, because after two games you'll have completed it. In fact the only way to get your money's worth out of Bonanza Brothers is to set the difficulty level to maximum, the lives count to minimum and ignore the option to continue using the extra credits. Even playing that way, it doesn't take long to grow tired of the gags and bored with the lack of things to do. In short, after only a few plays the entertainment value of Bonanza Bros plummetted, and if I were paying in excess of £30.00 for a game, I'd expect something much more substantial for my money.

PAUL GLANCEY

ON GUARD!

The Bonanza Bros' foes in this escapade are multitudinous. And they are...

THE UNIFORMS: Dressed in blue, yellow or green, these lads are easy to knock out because they don't wear armour. But shoot fast, because even if they don't chase and shoot at the brothers, they will raise the alarm with a whistle or a gunshot.



THE ARMOURED GUYS: The Bonanza Bros' worst enemies. As well as wearing armour, these guys carry bullet-proof shields so they can only be shot when they are facing away from the brothers. If that doesn't work, you can rely on their slow reactions and risk dodging around them.



THE WAITERS: These baddies inhabit locations such as the Millionaire's Yacht, and usually they're pretty shocked when they first see the brothers - so shocked that they drop all the plates they're carrying! There are, however, a couple of quick-witted individuals who start throwing their plates at the intruders!



THE ROBODOGS: These steel-toothed monsters prowl around the later levels, growling whenever the brothers approach, then pouncing to knock them off their feet. However, hark at 'em whine when you pop a couple of stun pellets into their metal hides!



THE BEARDED BOMBERS: Usually to be found guarding exits. It takes four or five shots to knock these guys off their feet, and it's probably best to expend the ammunition, because they like to either pound heads or lob bombs in the brothers' direction.



NANZA ROS™



TRICKS AND TRAPS

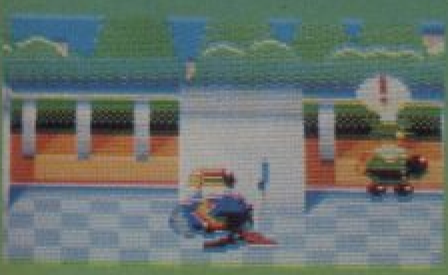
Bonanza Bros features some painful-looking sight gags to get the player (and any audience present) laughing...



THE DOOR SLAM: This can be used at every venue. Hide behind a closed door, then lure a guard to the other side. When he is right behind it, open the door and SPLAT! Make sure you do it to them before they do it to you, though.



THE CRUSHER: To be found in the Mint. Tempt an armoured guy towards you then duck behind the machine, grab the lever and pull. Chortle in hysteria as he is squashed flat, making him a bit of a "walkover"!



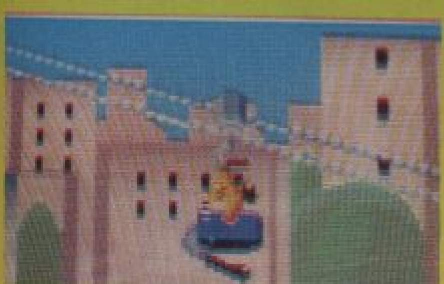
THE RAKE: Some guerilla gardener has left his tools out, and if you're not careful, one of the boys will knock himself cold when he steps on the end of the rake and the shaft smacks him in the face. Best jumped over.



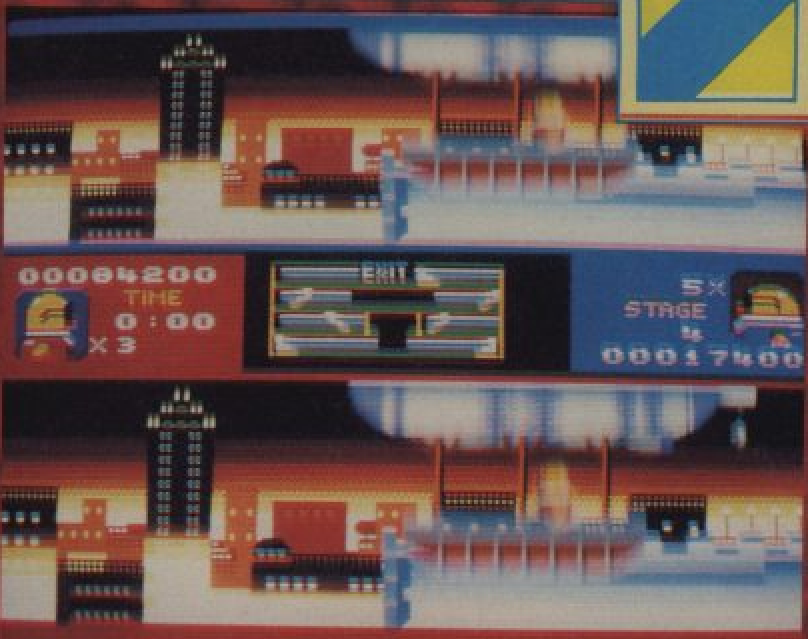
THE CAN: A bit like the rake, really. A litter bug has left a can on the ground, and if one of the lads walks into it, rather than jumps over it, he'll end up flat on his back, ready to be collared.



THE ROBOT HEAD: A good way of avoiding the guards in the MD Laboratory. As soon as one comes near, duck into an alcove, and the brother in your charge plucks the head off a nearby robot and puts it on as a cunning disguise!



THE ROPE SLIDE: This one looks fun rather than painful, but it all ends in agony. It's actually a fast way of getting from to the floor below, but it's so fast that as soon as slide stops, the speeding brother is hurled through the nearest brick wall!



▲ *Both Robo and Mobo reach the exit.*



▲ *Robo admires his handsome features.*

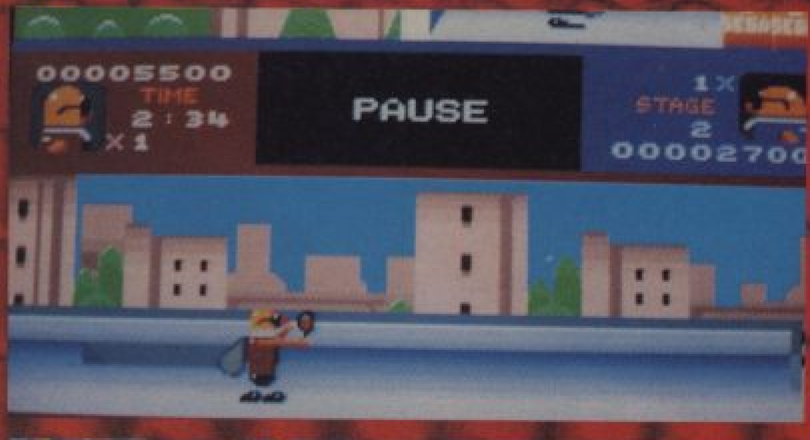


▲ *Hobo gets the last item while Robo heads for the exit.*

BONANZA BROS



◀ *Robo takes the quick exit.*





▲ *Hobo hangs around, while Robo makes good his escape!*

ARCADE BONANZA

The Bonanza Bros coin-op appeared in British arcades last summer and its weird gameplay (especially for a Sega machine) and stylish graphics earned it some success. This conversion is two levels shorter than the coin-op, the fruit market being one of those absent. Also missing are the bonus stages which appear every few levels in the arcade game, in which the Bros have to dodge the beams of searchlights or face a mouthful of bullets!



There's no denying the graphical appeal of Bonanza Bros. The sprites are true to the arcade, with some nice, varied backdrops and excellent sprites. The sound is quite nice too with some cutesy soundtracks and good effects. To begin with the gameplay is quite entertaining - splatting meanies and collecting the swag does keep you occupied for a couple of hours, but if you've got the difficulty level on the lowest setting and the lives counter on the highest, then you'll complete the game in just a couple of shots. There are actually less levels in this version than there are in the arcades and all of the bonus levels are missing too. Superficially, Bonanza Bros is a great game, but it lacks the lastability factor that would make shelling out £35.00 truly justified.

RICHARD LEADBETTER

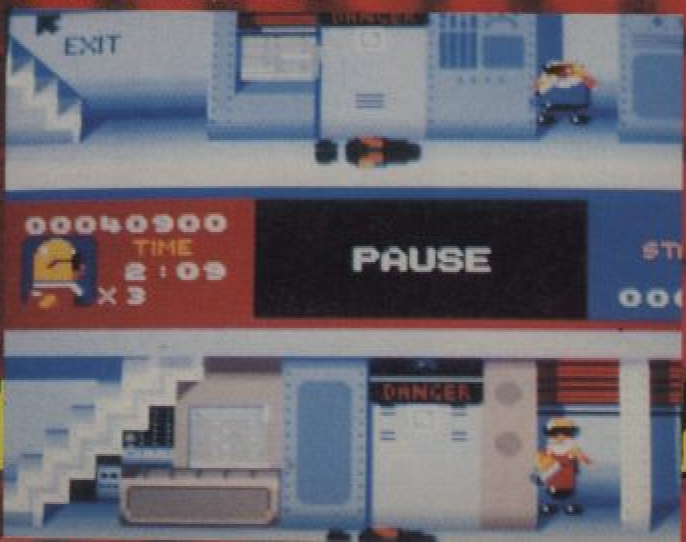


▲ *Robo gets a rake in the face - Hobo gets a good laugh!*



Looks like the brothers ▼ *have been spotted!*



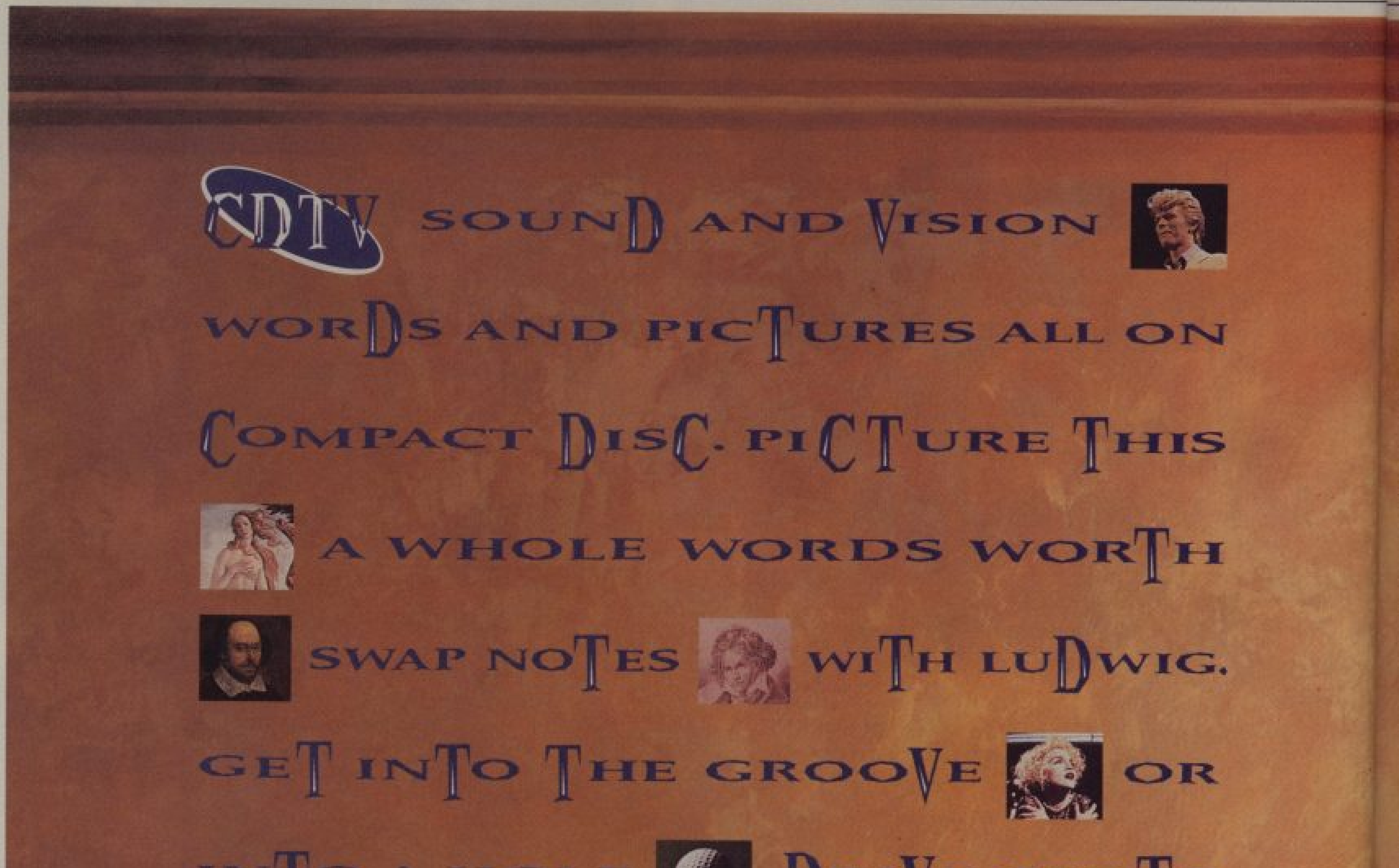


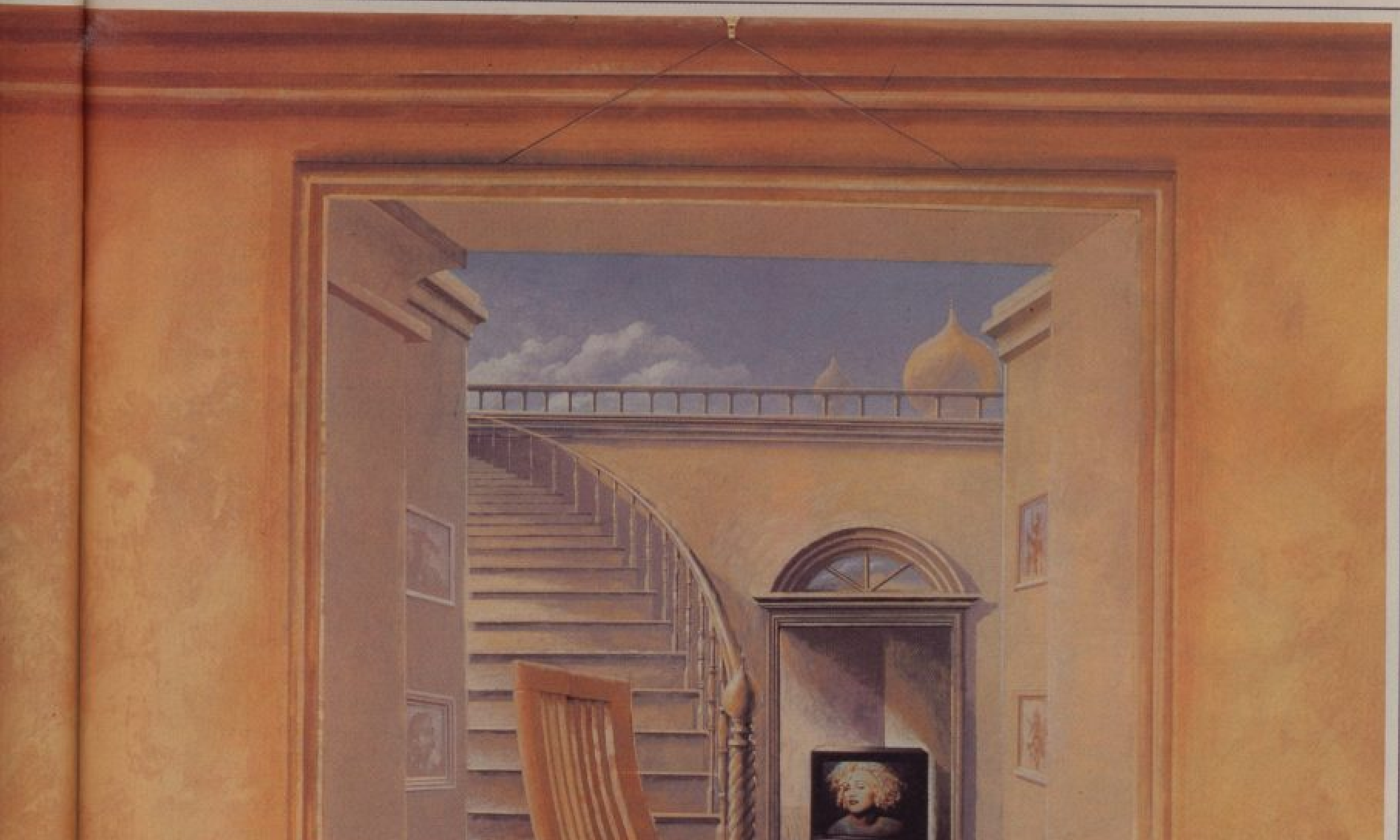
MEGADRIVE

GRAPHICS	93
SOUNDS	70
PLAYABILITY	71
LASTABILITY	55
OVERALL	**65**



Choose from any of the 26 Major League Baseball teams.
R.B.I. TWO
BASEBALL™
R.B.I. TWO sets a new standard in Baseball simulations.
Easy to play, you can really feel the crack of ball against bat as you hit a big one and go for a home run. Wind up to pitch a fast ball or play tricky with a slow curver. Put on your glove and dive for catches or try to tag those runners between bases.
For afficionados we've included details of all 26 American pro ball teams: the real players with their batting, pitching and fielding stats. All this detail, combined with superb animation, sound and special effects, have made sure this is the only baseball game to get an American Major League Baseball Players Association endorsement.
For sheer realism you can't beat R.B.I. TWO's heart pounding action – if it gets any more realistic, you'll need a glove to play.
PLAY R.B.I. TWO BASEBALL AND WIN
Pick up a competition form at your local retailer, answer the three simple questions and YOU could be flying to the USA in September to see a real life baseball game between the Boston Red Sox and the Baltimore Orioles.
WIN
– 2 RETURN FLIGHTS TO BOSTON...
– 7 NIGHTS ACCOMMODATION...
– 2 TICKETS TO SEE THE BOSTON RED SOX IN ACTION
PLUS.... £200.00 SPENDING MONEY
Look out for R.B.I. TWO BASEBALL in your local computer store now!!
* Competition closes 10th August, 1991 ** Available on all formats
"The Kick Off of baseball games."
THE ONE
DOMARK
TENGEN
The Name in Coin-Op Conversions
Programmed by: The Kremlin
© 1991 TENGEN INC. All rights reserved. ™ Atari Games Corporation
Software, Artwork & Packaging © 1991 Domark Software Ltd.
Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad.
Amiga & Atari ST Screenshots


CDTV
SOUND AND VISION
WORDS AND PICTURES ALL ON
COMPACT DISC. PICTURE THIS
A WHOLE WORDS WORTH
SWAP NOTES WITH LUDWIG.
GET INTO THE GROOVE OR
INTO A HOLE DRIVE OFF TO
INDIA COME ON INDIANA
BURIED TREASURE. BURROW
DEEPER
Future Wars
ER, WHAT'S UP DOC?
Dr Wellman
THAT'S ALL FOLKS!
ESCAPE



It's here. Commodore Dynamic Total Vision. Everything you could ever want for excitement, entertainment and education for only £599.99 including VAT. Price excludes TV monitor. Call 0628 779678, see CDTV at selected retailers or fill in the coupon for the full picture and send to CDTV Information Desk, FREEPOST 1359, Maidenhead, Berkshire SL6 7YA.

Title: Mr ☐ Mrs ☐ Ms ☐ Miss ☐ Other ________ Surname ________ Initials ________

Address ________________________________

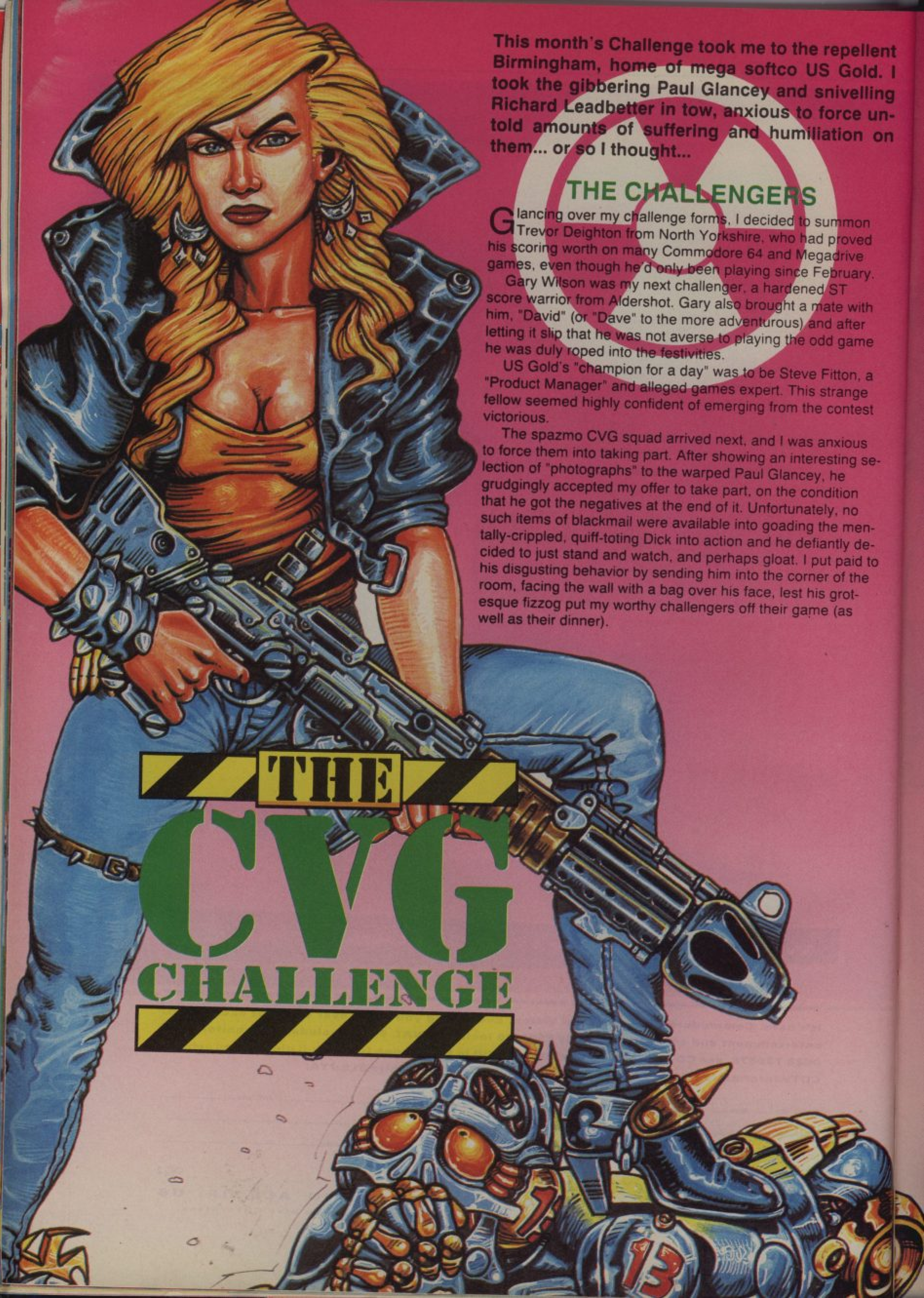
________________________________ Postcode ________

Commodore CDTV

CVG 2

THERE'S A LITTLE BIT OF COMMODORE IN ALL OF US

Pack contains CDTV machine, infra red remote control and ready to play CDTV discs.



THE CVG CHALLENGE

This month's Challenge took me to the repellent Birmingham, home of mega softco US Gold. I took the gibbering Paul Glancey and snivelling Richard Leadbetter in tow, anxious to force untold amounts of suffering and humiliation on them... or so I thought...

THE CHALLENGERS

Glancing over my challenge forms, I decided to summon Trevor Deighton from North Yorkshire, who had proved his scoring worth on many Commodore 64 and Megadrive games, even though he'd only been playing since February.

Gary Wilson was my next challenger, a hardened ST score warrior from Aldershot. Gary also brought a mate with him, "David" (or "Dave" to the more adventurous) and after letting it slip that he was not averse to playing the odd game he was duly roped into the festivities.

US Gold's "champion for a day" was to be Steve Fitton, a "Product Manager" and alleged games expert. This strange fellow seemed highly confident of emerging from the contest victorious.

The spazmo CVG squad arrived next, and I was anxious to force them into taking part. After showing an interesting selection of "photographs" to the warped Paul Glancey, he grudgingly accepted my offer to take part, on the condition that he got the negatives at the end of it. Unfortunately, no such items of blackmail were available into goading the mentally-crippled, quiff-toting Dick into action and he defiantly decided to just stand and watch, and perhaps gloat. I put paid to his disgusting behavior by sending him into the corner of the room, facing the wall with a bag over his face, lest his grotesque fizzog put my worthy challengers off their game (as well as their dinner).

GAME ONE GAUNTLET

A worthy game to start the challenge, Gauntlet is an eight-way scrolling maze game with the objective being to reach the exit of each maze blatting and blasting meanies on the way. This isn't really my cup of tea - the lack of gratuitous violence just isn't good enough. Still, this Master System version of the game is probably the best yet, so it's not all bad.

Trevor went first, "went" being the operative word. Being relatively new to this computer game malarkey, the ex-rally driver had never played any version of this age-old arcade blast, and his maze-related antics proved to be completely inept. The other challengers watched in dumbstruck awe at his unskilled activities. A pitiful 2,500 was all Trev could come up with. Oh well.



▲ ***Gary takes his seat and proceeds into battle against ghouls and demons in the Sega version of Gauntlet. By the time he'd finished his go, his slow-playing tactics had drained the will to play from the other competitors, allowing him to take the round.***

The slightly more experienced Mr Wilson proved to be marginally more successful, achieving a score of 9,140. His game was a more cautious one, hiding behind corners and occasionally blasting the meanies. It took an age to wrest the lad from the console, and I suddenly realised that dirty play was the order of the day: Gary was subtly trying to bore his opponents into submission!



▲ ***Steve Fitton - a man barely alive. Gentleman, we can rebuild him. We have the technology to make him the world's smallest product manager.***

David arrived next on the console and came up with a fairly miserable 4,480 - and that was after a practice session! I wondered if this cheeky chappie was really any good at games following this effort. I decided to keep a close eye on him...

Steve "Mr US Gold" Fitton came up next for his turn, and came away with a fairly creditable 6,325, and so he should seeing as he'd playtested the game! His tactics were much like slothful Gary's except that they were even more tedious. About fifteen hours later he was finished (but Gary's score still ruled), and I woke up the rest of the audience ready for the final, pathetic participant.

It only took a saucepan blow to the cranium to wake up the retarded, drooling Glancey person and persuade him to take his seat before the Master System. Obviously the concussion had some unforeseen effect and he somehow knocked up 6,015 points, which I was shamed to admit gave him third place in this round. Arrgggghhh! I'd make the fool never wish he'd been born for this!

GAME TWO PAPERBOY

The Sega version of this age-old coin-op was the next game on my challenge agenda, and after the drawn-out proceedings of the Gauntlet game I ushered Trevor to the seat ready to commence newspaper-throwing combat. This was another game he'd never played, but after five minutes of competent coaching from the Glancey-thing he turfed up a pretty decent score of 4,200 points - reaching day three.

Gary and David (real-life paperboys both) obviously weren't paying attention during Paul's "expert" tutorage and came up with a pair of surprisingly lacking performances, scoring 3,900 and 3,550 respectively. Their games were particularly painful to watch and it seemed that avoiding any sort of obstacle was a bit too much for these creatures.



▲ ***Mean and moody Mr Wilson studies his surroundings and struggles not to be brainwashed by the huge number of publicity posters which confront him at every turn! You can tell by the look on his face that his will is gradually slipping away...***

The diminutive Steve Fitton took the seat after about seven minute's worth of constant whingeing, ended only by my mentioning something about his tender regions and the large, spiked stick I'd brought in my weapons holdall, and the red mist that was appearing before my eyes. It seemed that his pathetic, apologetic whining was justified as he came last with a limp 3,330.

Last and very definitely least, the giggling, deluded Glancey took the hot seat. He had obviously been taking some kind of subliminal anti-clumsiness course and much to my supreme annoyance he took the round with a massive 10,610 points! At this stage in the contest, this made him joint leader

THE CVG CHALLENGE

CONTINUED...

with Gary. I hoped that he completely fouled-up the next couple of rounds - for his sake... Unfortunately, US Gold didn't share my sentiments and took the whole lot of us (including the Leadbetter creature) out to lunch at the swanky TGI Friday's restaurant!





▲ *Trevor Deighton - a man so hard he can sit on discarded soft drink cans without inflicting injury. Here we see him watching his fellow challengers practicing on the Shadow Dancer coin-op in the corner of the room.*



▲ *Heeeeere's David! He's having a bit of a practice at Shadow Dancer before lunch so he can trounce the rest of the field later. Unfortunately, it was all to go so tragically wrong for the boy when the time came.*

GAME THREE
SHADOW DANCER

After a vast lunch, it was time to cart the challengers off to US Gold's coin-op city for the third and fourth rounds of my challenge. To get the ball rolling, I ordered one round to be played on Shadow Dancer - the story of a psychotic ninja and his ferocious child-mauling canine chum.

Cheers went up from the assembled US Goldies as Steve stepped up to the machine. He reckoned he was company champion at this particular coin-op, and proceeded to let everyone else know as he started to show off a bit (more than a bit actually - his slimy smugness made me want to vomit into the nearest sick bag). His multiple hours of practice made it easy for him to get well into the game before his on-screen Ninja counterpart finally kicked the bucket. He finished his game with a meaty 76,000.

After this slimy, odious performance, David's limp 4,800 was, well, there's no other word for it, but "distressing". I don't really want to dwell on this ineptitude, so I won't.

Unfortunately, the same goes for Gary's equally lacklustre performance. His score of 5,600 wasn't quite as disastrous



as David's effort, but it simply wasn't good enough to match Steve's performance.

To round the game off with a laugh-and-a-half, Paul Glancey arrived to have a quick stab at the game. I had noticed him observing Steve's skillful attempt, and he had obviously been taking careful note of how to take out the tougher terrorists. So, even though he had played the arcade game on only two other occasions, the annoying creature actually did surprisingly well, clocking up a fairly decent 20,400 and claiming second place as his own. Bah!

GAME FOUR MERCS

Eager to redeem himself after his earlier failures, Trevor had been practising on the MERCs coin-op which stood in the corner of the room. So he was first to take the joystick, and he proceeded to blast his way through level one, collecting all the weapons he could and massacring as many enemy soldiers as possible. His performance did him credit and he came away from the game with a respectable score of 51,450 points.

Steve decided to have a go next. He brashly announced that this was another coin-op to which he was seriously addicted, causing looks of consternation to be passed between the other challengers, who had played it only seldom. Sadly, his boasting proved to be no lie and his assault on the enemy continued until the end of level two. He left the coin-op after racking up 52,300 points.

Again I had observed the writhing Glancey studying Steve's tactics, anxious to emulate them for maximum success. Some hope! When his turn actually came up, the nauseating Paul "Mr Floppy" Glancey actually did better than Steve, yomping through the majority of level two with a gargantuan score of 69,600. The assembled masses seemed to think that the odious one had clinched the round, and their suspicions seemed vaguely justified as Dave started his go, and only managed to knock up a quick 10,000 points before expiring!

However, Fate was to deal the smug-ridden Geordie a losing card as Gary took the hot spot. His MERCS abilities made Glancey's look like complete Excrement From The Last Devil In Hell, as he yomped and blasted his way through to level three with a huge 84,100 score! Gary had taken the round, and Glancey could not help but feel a little disappointed. I laughed a lot.



▲ *Here we see Andrew, US Gold's resident spaz, who is trying to plug his favourite joystick into the Shadow Dancer arcade game. Aren't you glad they don't let him do any programming?*



▲ *It's all over for the youngsters, and they take delivery of their prizes. Brave loser, Trevor (left), gets the booby prize of an empty cardboard tube, while the others (Gary, centre and Dave on the right) get an extremely expensive Walkman and a Master System Plus pack!*

THE OLD SCOREBOARD

THE MASTER SYSTEM CHALLENGE

	GAUNTLET		PAPERBOY	
TREVOR	2,500	4	4,200	8
GARY	9,140	10	3,900	6
DAVID	4,480	5	3,550	5
STEVE	6,325	8	3,330	4
PAUL	6,015	6	10,610	10

THE ARCADE CHALLENGE

	MERCS		SHADOW DANCER	
TREVOR	51,450	5	4,800	4
GARY	84,100	10	5,600	6
DAVID	10,000	4	4,800	4
STEVE	52,300	6	76,000	10
PAUL	69,600	8	20,400	8

Totting up the final scores, I found the results intensely embarrassing. I checked and re-checked my findings, but there was no denying it, the vomit-inducing Glancey had won my challenge, tying at the top slot with Gary Wilson! US Gold really piled on the prizes, handing out brill remote-controlled cars, mega-expensive Walkmans (Walkmen?) and even a Sega Master System as a runners-up prize. So, another happy ending... for them. The prospect of Glancey winning a challenge made me feel ill for many days, and I vowed a terrible vengeance against the hideous Geordie...

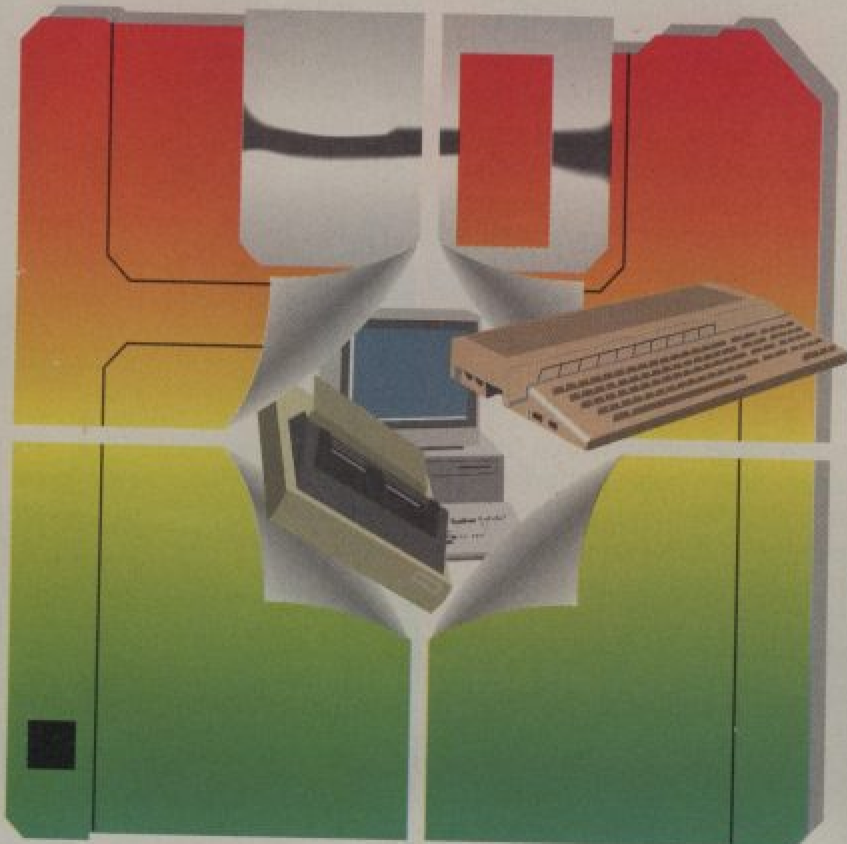
THE 4th International 16 BIT COMPUTER SHOW

Europe's biggest 16 Bit Computer Show dedicated to the serious and entertainment sides of the ST, Amiga and PC

July 12, 13, 14

Open 10am - 6pm, Friday and Saturday.

Open 10am - 4pm, Sunday.



Novotel Hotel, Hammersmith, London W6

Nearest tube station - Hammersmith (Piccadilly, Metropolitan & District Lines)

Organised by Westminster Exhibitions Ltd, Surrey House, 34 Eden Street, Kingston, Surrey KT1 1ER
Telephone 081-549 3444
Fax 081-547 1311

VISIT 2 GREAT SHOWS WITH ONE JOURNEY
On the same days as the 16 Bit Show and just 5 minutes walk away at Olympia is the *INTERNATIONAL MUSIC FAIR* so why not visit both shows!

Pre-Purchase your tickets before July 5th. Save up to £2 if you apply NOW!

Regular ticket prices - £5 Adult, £3 Child (Under 10) at door or after July 5th.
Fast Lane Ticket Prices - £3 Adult, £1 Child (Under 10)

Fast Lane Ticket Holders have their own priority entrance.

Over 140 companies will be exhibiting and supplying everything from Hardware to Software, Peripherals to Consumables for your ST, AMIGA & PC - as well as all the latest products from Europe & America

Companies including:

- 2 Bit Systems
- A & G Electronics
- Adamsoft
- Active Studio Centre
- Alf Payne
- Arkadia
- Arnor Ltd
- B.C.S. Ltd
- Budgie UK
- Bytes & Pieces (Europe) Ltd
- Care Electronics
- Checkmate
- Compulink
- Computer Manuals Ltd
- Connect International
- Console Quest
- Delta Leisure (UK) Ltd
- Diamond Computers
- Digital Disks
- DK Discs
- Dowling Computers
- Euro Computer Supplies
- Full Circle Technologies
- Gastiener
- Gemini Computers
- GFA Data Media
- GPS
- Harpers Computers
- Hart Micros
- Hi-Soft
- Hi-Tech (Modems) Ltd
- ICPUG
- Kador
- Keytread Computers
- LCL Educational Software
- Manfred Carle Hard & Software
- MCD Software
- Media Direct
- Media Value
- Memory Expansion Systems
- Micro Mart (UK) Ltd
- Micro Value
- Micro Smart
- Microdeal Ltd
- MPH Computer Specialists
- New Dimensions
- North Eastern Consoles
- Omega Projects
- P & B Micros
- Pandaal Marketing
- Paradise Computers
- Precision Software
- Protar
- Recoil
- Riverdene PDL
- Rombo Ltd
- Silica Shop
- Siren Software Ltd
- Soft Stuff Software
- Software Plus
- Software Squad
- Software Selection
- Supergraphics
- Take Control
- Turbosoft
- US Action
- Videk Ltd

To: 16 Bit Show, PO Box 68, St. Austell PL25 4YB

Please send me ______ Adult Fast Lane Tickets @ £3.
______ Child Fast Lane Tickets @ £1

I enclose a cheque/P.O./Credit card details for £ ________ made payable to 16 Bit Show

Name ____________________

Address ____________________

____________________ Postcode ________

Credit Card No. ____________________ Expiry date ________

OR phone **0726 68020** to book with credit card VISA / Access / Diners Club International / American Express

MEGADRIVE

The Madden score roll continues as massive scores arrive by the hour (well, nearly). A nice Elemental Master score kicks off the table (even MEAN MACHINES' drooling Gary Harrod thought it was impressive), followed by an even better Mickey Mouse score. Keep your scores rolling in, or else!

ELEMENTAL MASTER Samir Bellant, Crowborough, East Sussex	1,007,355 (MANIA LEVEL)
JOHN MADDEN'S FOOTBALL Kieron Marnell, Swansea	236-10
MICKEY MOUSE Carl Davis, Sutton-in-Ashfield, Nottinghamshire	492,900
MIDNIGHT RESISTANCE Mark Hayes, Sydenham, London	17,737,00
GYNOUG Mark Hurcombe, Lichfield, Staffordshire	2,716,880

NINTENDO

The Turtles score is finally replaced by a far superior effort, and there's been some decent high-scoring action on Batman, Double Dragon 2 and Duck Tales, but I still reckon there's far more room for improvement. How about some scores for Snake, Rattle and Roll or Tecmo Wrestling?

BATMAN James Qualter, Surbiton, Surrey	9,074,200
DOUBLE DRAGON 2 Karl Bryning, Heywood, Lancs	40,200
DUCK TALES Guy Cawtro, Bradford	$5,966,000 (COMPLETED)
BLADES OF STEEL Andrew Walker, Bury, Lancashire	16-5 20-3 20-8 (PRO LEVEL)
TEENAGE MUTANT HERO TURTLES Paul Mills, Ipswich, Suffolk	1,604,182

GAME BOY

Revenge of the 'Gator is proving to be the most popular high-scoring Gameboy cart this month, followed up by the likes of Double Dragon and the Turtles. I've put that Dr Mario score in as a prompt for more satisfactory efforts. It's a great game and well worth taking a look at with a view for some high-scoring action. Know what I mean?

DR MARIO Mark A Cooper, Stainforth, Doncaster	82,800 (low speed)
TEENAGE MUTANT NINJA TURTLES Chris Stewart, Newport	210,100
DOUBLE DRAGON Luke Fieldhouse, York	122,710
REVENGE OF THE 'GATOR Ruben van der Heuvel, Holland	1,335,590
TETRIS Daryn Quinn, Great Yarmouth, Norfolk	470,132

PC ENGINE

Ha! After my hilarious put-downs and vicious taunts, you PC Engine owners are finally getting your fingers out and playing with your Engines instead. But still I want scores on Bomber Man, Parasol Stars and maybe even Final Match Tennis. Don't disappoint me now or I might get a tad annoyed...

SON OF DRACULA Nick Silversides, Hasoby, York	COMPLETE (15 lives remaining)
FORMATION SOCCER Nathan Russell, Ilford, Essex	40-0 (Argentina vs Japan)
AFTERBURNER J S Edmunds, Edinburgh	4,773,100
SCI Amit Vyas, Penge, London	2,173,610

SUPER FAMICOM

Terry McPherson's scores still rule supreme, so much so that I have called in the Credibility Squad to test his claims. Any road up, for next month I want Final Fight scores *using only one credit*, and F-Zero scores *obtained without losing one ship*! Ha, that should really separate the men from the small, furry mammals!

F-ZERO Terry McPherson, Somewheresville	60,120
FINAL FIGHT Terry McPherson, Dunno-on-Sea	3,369,270
HOLE-IN-ONE GOLF Jackie Gilbert, County Antrim, Northern Ireland	11 UNDER PAR
PILOTWINGS Paul Glancey, CVG	LEVEL 8 (CODE 760357)
SUPER MARIO WORLD Julian Rignall, CVG	9,999,990
DARIUS TWIN Gary Harrod, MEAN MACHINES	2,625,900

ARCADES

MEAN MACHINE's grotesque Gary Harrod dominates the score tables again, this time playing Street Fighter 2, Dragon Sabre and Super Space Invaders. Having this repellent being infesting my tables is knocking years off my life, so *get him off them NOW*. I expect better things by next month or else I get mean!

SUPER SPACE INVADERS Gary Harrod, MEAN MACHINES	633,710
DRAGON SABRE Gary Harrod, MEAN MACHINES	137,250
STREET FIGHTER 2 Gary Harrod, MEAN MACHINES	11 BAD GUYS (COMPLETE), ONE CREDIT
PIT-FIGHTER Julian Rignall, CVG	3,001,000
MIDNIGHT RESISTANCE Stephen Hancock, Romford, Essex	COMPLETE (ONE CREDIT)

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME ....SCORE ....
GAME ....SCORE ....
GAME ....SCORE ....

NAME: ....
ADDRESS: ....
....
TELEPHONE NUMBER: ....
MY MACHINE IS: ....

HIGH SCORES



Dear Wimps,

Welcome, Score Kings to the latest in my instalment of pulse-racingly thrilling highscores. A whole new bag of scores this month, and a challenge too! If you think your abilities deserve a mention on my hallowed pages, fill in the coupon now - or forever hold your piece!

Sadie

AMIGA

After a gibbering start, you Speedballers are finally getting to grip with the Bitmaps Brothers' superb game - and about time too! A nice new entry in the form of that Golden Axe score and a rather impressive GODS achievement. But still I think you could do better...

SPEEDBALL 2 — 960 LEAGUE POINTS
Ian Pollard, Hide Hollow

GOLDEN AXE — 767.9
Phillip Marsh, Castle Bromwich, Birmingham

GODS — 7,564,339
Ming Yu, Canterbury, Kent

SWIV — 629,230 (97%)
Jim Shephard, Gwent

OUT RUN — 23,438,168
Conrad Witcomb, Telford

ST

Urrggghhh! The repellent quiffster, Richard "droopy" Leadbetter actually has a score in the ST chart! Get rid of it quick, or else! An interesting F19 effort (surely it can be bettered) and a massive Kick Off 2 score - can any one beat it?

F19 STEALTH FIGHTER — 926 (Medium level)
Sam Kincaid, Weeley, Essex

KICK OFF 2 — 48-0 (Italy vs Germany)
Sam Kincaid, Weeley, Essex

RAINBOW ISLANDS — 5,010,330
Richard Leadbetter, CVG

NITRO — 210,000
Alexis Ciurea, Sweden

PANG — 2,329,800
Simon Collins, Bexley Heath, Kent

C64

Only a brace of C64 highscorers this month. What happened? I wouldn't like to think that you lot have fallen asleep on the job (as it were). I expect better things next month, or all my energy will be diverted into deriding you lot publicly for what you are! Ha!

BUGGY BOY — 112,180
Matthew Gabriele, Perth, Australia

BLACK TIGER — 19,600
James Tape, Dagenham, Essex

SWIV — 79,000 (Solo - Helicopter)
Bob Pullen, Doncaster

Navy SEALs — 192,680
John Whyte, Kilsyth, Glasgow

TURRICAN II — 3,501,800
S J Bambridge, Norwich, Norfolk

SPECTRUM

You lot have got a bit better at Lotus, but it still just isn't good enough. I want better things next month, or I'll personally come round and whip you into shape (stop drooling). The NARC scores have been rolling in, but Mark Perrin's score took the top slot.

NARC — 273,475 (COMPLETE)
Mark Perrin, Aylesbury, Bucks

LOTUS ESPRIT TURBO CHALLENGE — 186
David Forbes, Swansea, West Glamorgan

PANG — 650,600
Daniel Creser, Northampton

SUPER OFF-ROAD — £587,000
Daniel Creser, Northampton

R-TYPE — 991,000
Daniel Creser, Northampton

AMSTRAD

Hmmmmmm. A few more scores this month, but they only show to me that your highscoring prowess is rather akin to a ageing donkey with bad hand-to-eye co-ordination. So come on, score masters, get those scores in now!

CHASE HQ — 9,856,669
Stephen Barrs, Lutterworth

HAMMERFIST — 12,472
Graham Richardson, Dublin

MIDNIGHT RESISTANCE — 27,440
Leon Phipps, Clwyd

KLAX — 1,740,000
Chris Craig, Kempshott, Hants

SEGA

After your few months' scoring hibernation, you Master System score masters are finally letting the highscores roll. Plenty more decent scores arrive by the day, but I expect more of you - especially to keep the gibbering CVG reviewers out of the table on a more permanent basis.

CHASE HQ — 9,371,500
Steve Smart, Bristol

SUPER MONACO GP — GRAND PRIX 7
Alex Charles, Luton

GALAXY FORCE — 433,400
David McMurdo, Dumbarton

BATTLE OUTRUN — $261,200 (COMPLETE)
Steve Smart, Bristol



WAR ZONE
The year is 1999, World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.
War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.
AVAILABLE ON
ATARI ST AND
COMMODORE AMIGA
£20·99
SCREEN SHOTS TAKEN
FROM AMIGA VERSION
CORE
DESIGN LIMITED
VISA
Suite C Tradewinds House 69/71A Ashbourne Road Derby DE3 3FS Telephone: (0332) 297797 Facsimile: (0332) 381511

MEGADRIVE **£34.99**

BY SEGA

WRE
WA

Fancy a bit of Wrestlemania? Then try your chances in the Wrestle War - the ultimate challenge to find the hardest, meanest and greatest all-round wrestler ever! Taking the role of an up-and-coming mat mangler by the name of Bruce Blade, you have to beat eight rough 'n' ready wrestlers in a bid to become the American wrestling heavyweight champion!

Not that you'll have it easy, by any stretch - wrasslers from Miami, New York, San Francisco, Minneapolis and Dallas are out to put you down, becoming progressively more vicious and sneaky as you progress.

Oh well, at least it's a while before you have to take on Grand Kong in the title showdown. They say the man's a gorilla, so there's no time to monkey around...









It's pretty clear there's a remarkable lack of decent Megadrive wrestling games, but Wrestle War fits the bill quite nicely! The action is fast and exciting, depicted with excellent graphics. The sound is also good, with great grunting noises and perfect effects - stamping your opponent's head against the canvas produces the most satisfying noise! Although it tends to get a bit repetitive after a (long) while, there's lots of challenge on offer, and pummeling all of the opponents will take ages. All combat games benefit from a decent two-player mode, and Wrestle War even has this as well. We know from the vast stacks of mail that you lot want a decent wrestling game, and Wrestle War more than delivers! So, if you fancy smashing chairs and cash boxes over someone's head, this game is a dream come true!

RICHARD LEADBETTER

FIGHTING TO WIN!

OK, so you want to be thumping good and become king of the ring? You'll need to get to grips with a few tasty tactics to marmalise the opposition and stake your claim as a grappling glory boy.

You can either punch or kick your opponent, but should you want to try something a bit special then hold onto him, after which a power meter appears. You can then fling him across the ring, flip him over on to the mat, drop kick him in the face or even clothesline him - achieved by sticking your arm out and allowing your opponent to run straight into it!

At any time you can try to pin your opponent to the canvas whilst the ref counts to three. Should you succeed, you'll progress to the next challenger. If not, you'll have to make sure you do it to him before he does it to you!



ESTLE
AR







GRUNTIN' AN' GROANIN'

The eight man-manglers you'll have to go up against are no easy pushover, and get harder as the match-ups progress.



THE MOHAWK KID
The first opponent, this so-called hard-nut only has half your energy and is easily dealt with.



SLEDGEHAMMER
This dude won't hang about. Watch out for his knee-drop if he gets you on the mat!



GRAND KONG
The champion wrestler, this human anthropoid isn't about to let anyone take his title away, let alone some cheap punk in black shorts!



MR J
Looking not unlike Jason Vorhees, this guy will do his utmost to make your face a permanent feature on the canvas!



NIMROD FALCON
This Miami mangler is a real tough nut to crack, and just loves to smash unsuspecting challengers to bits!



DAN DAMBUSTER
A mean and moody Bronx brawler, this wrassle monster is definitely out to put you away!



BUCKSKIN ROGERS
The number 2 wrestler in the whole of the USA, he's one mean hombre and out for blood!



TITAN MORGAN
This Texan terror is just the sort of guy who loves to jump on your face when you're down!





UPDATE

No solid news of other versions, but now that US Gold have an agreement to convert Sega coin-ops, Wrestle War may well appear on other machines.



WRESTLEMANIA!

Is there anybody out there who hasn't heard of Hulk Hogan, The Ultimate Warrior, The Big Boss Man and The Million Dollar Man?

These are the stars of the World Wrestling Federation - household names in the States and over here thanks to coverage of WWF events on satellite television. Since the early eighties, seven wrestling extravaganzas have been held, entitled Wrestlemania, and have been packed from beginning to end with nerve-jangling wrassle action.

Hulk Hogan (known as the Hulkster to his millions of fans) is acclaimed as the all-time WWF champion. During his career he has fought all comers, and won, to retain his title. Hogan has lost his title just once, to The Ultimate Warrior, in one of the greatest and most exciting matches ever!



At last - a game which can satisfy all the Megadrive-owning Wrestlemaniacs out there! Wrestle War is fast and playable, and there is some real skill required if you're going to trash the whole bunch of computer fighters. What really makes this game are the big wrestler sprites, whose movements and facial expressions are superbly animated. Not only does it look good, all the grimaces and popping eyeballs are added too by sampled groans and "oof!" sounds, making it one of the most satisfying beat 'em ups you could hope to play outside of an arcade. Fighting against another player is great fun, but it's a shame that player one always has to be Bruce - it would have been more fun to be able to pit two of the more exotic fighters against each other. Don't let that very minor niggle put you off, though - if you're after a wrestling game, stop ringing us up and get hold of this great cartridge now!

PAUL GLANCEY





MEGADRIVE

GRAPHICS	90
SOUNDS	83
PLAYABILITY	87
LASTABILITY	84
OVERALL	87



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

DARKMAN

FROM

ocean

TM & © 1990 UNIVERSAL
CITY STUDIOS, INC,
ALL RIGHTS RESERVED,
LICENSED BY MERCHANDISING
CORPORATION OF AMERICA, INC.

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650

Sim City

SUPER FAMICOM £40.00

BY IMAGINEER



Sim City offers would-be megalomaniacs the opportunity to create and control their own city; to watch it grow from the humblest beginnings to a sprawling metropolis. The game gives you all the tools for the job, including a fat pile of cash and some very eager builders.

Make your city look attractive enough and people ("the Sims") will willingly move into your settlement. But the Sims are a pretty picky lot, and if your taxes are too high, or if there's too much pollution, or if there's nowhere to work, then you can expect them to depart in their hundreds - and getting them back isn't easy... In short, your job is to provide plenty of opportunity for both work and play to the little Sims, so they'll want to live in your city.

Do you have the ability to create an awe-inspiring metropolis, or is a dinky little hamlet more your style?





CONSTRUCTION TIME AGAIN

There are three main building types in Sim City. Residential areas are the places your Sims are going to live in, whilst your industrial areas are the manufacturing centres where a lot of the Sims are going to work. Commercial areas are the places where shops, offices and small businesses are located. Connecting these different areas is obviously very important. Sim City offers two methods of creating a transport network. A good road network would attract the car-owning Sims to your town, but could promote some pretty heavy pollution. Similarly, a badly planned network could result in serious traffic jams. The alternative is to create a rail network, which cuts down on pollution and carries more Sims off to work.





Sim City was never a game that amazed due to its visual or sonic properties. It's just that the idea of creating and maintaining your own city is incredibly compelling, and watching it grow before your very eyes provides some serious entertainment. The graphics (though not spectacular) serve the purpose, and there's plenty of little delights like watching all your boats, 'planes and helicopters going about their business. This Super Famicom version has been crammed full of new ideas, like the bizarre professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department!). Also, the inclusion of the four seasons varies the graphic style immensely. Imagineer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

RICHARD LEADBETTER

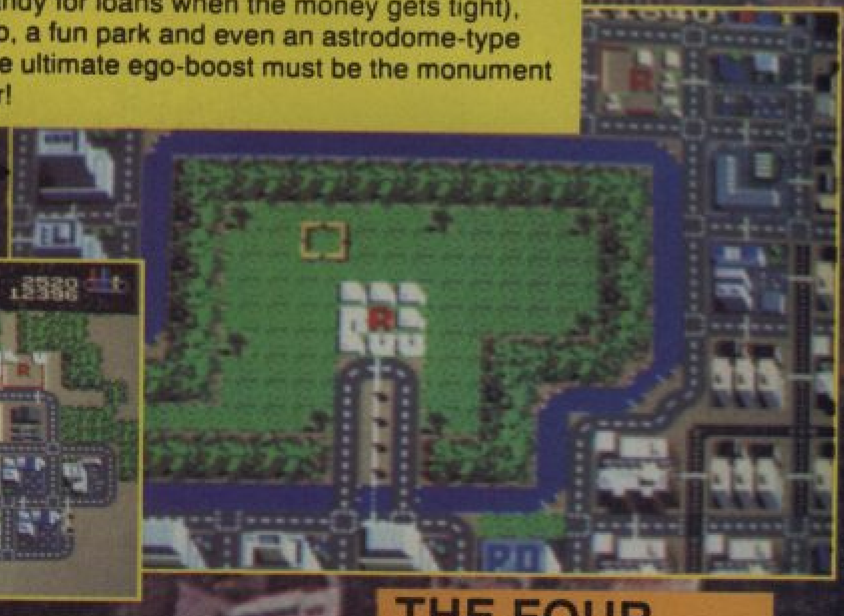






THE BIG QUESTION MARK

As you'll notice, in the bottom right hand corner of the icon strip, there's a question mark. Occasionally this will flash. Click on it and some special buildings will appear. These could be "your house", a bank (handy for loans when the money gets tight), the library, a casino, a fun park and even an astrodome-type sports stadium! The ultimate ego-boost must be the monument built in your honour!



That'd be a nice place to live.





People are just starting to move in after the winter.

THE FOUR SEASONS

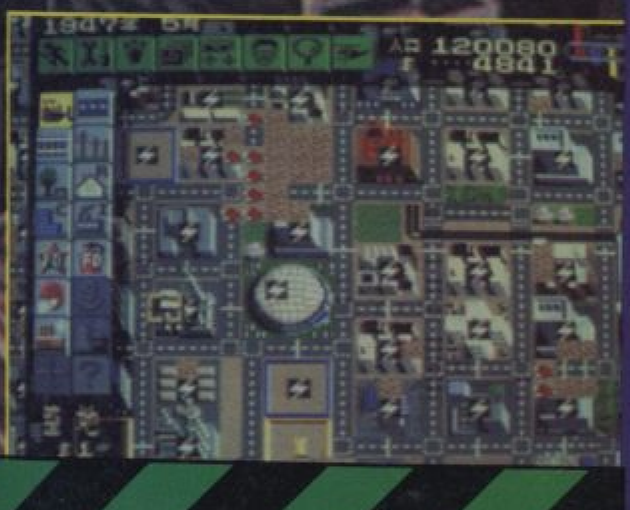
As the months roll by, you'll probably notice that the colour scheme tends to alter somewhat. This is because the Super Famicom version has faithfully captured the passing of time (and the four seasons) in the game. Sims tend to move away from your city in the winter, but return in their droves during the spring and summer!



▲ This "special view" is an option.



▲ Off the coast, a monster lurks.



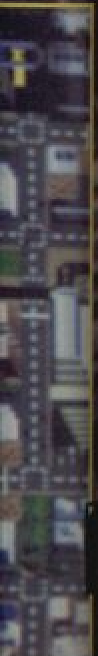
I'VE GOT THE POWER!

Two types of power plant are on offer in Sim City, and every type of building is going to need electricity. Coal power plants cost less money to build, but don't supply as much energy as nuclear power plants. But then, coal power plants don't have a tendency to melt-down at inopportune moments, do they?

Separate power stations from residential areas or pollution chokes your citizens. ▼







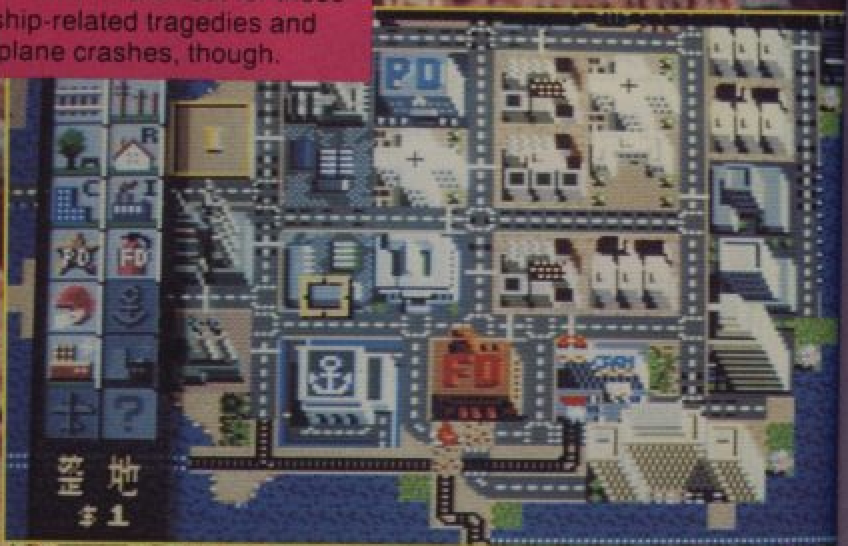
CVG HIT

▼ Watch the bridges open for passing ships.



PORTS AND 'PLANES

Sooner or later, your industrial products will have to be unleashed onto an unsuspecting world. For the purposes of importing and exporting both goods and people, seaports and airports can be created. Watch out for those ship-related tragedies and 'plane crashes, though.



▲ A fire outside the fire department!?

TAXES AND POPULARITY

Though you're given a large wad of money to play with, the only way to keep your services (public works, police and fire departments) going, and keep building is through levying a tax on your poor Sims. Watch out though, because if your taxes are too high, you'll fall out of favour with your Sims and they'll leave your city deserted!

UPDATE

Sim City is available on the ST, Amiga, PC and C64. Although they haven't got all the features of this version, they still offer an excellent gaming experience. The 16-bit versions are also available in an Infogrames package, where this classic title is coupled with the brill Populous! Not bad, eh? Nintendo owners should also watch out for their own version of this game. From what we've seen, it's looking good!





The Bank. Only 11 years before the loan's repaid. ▲



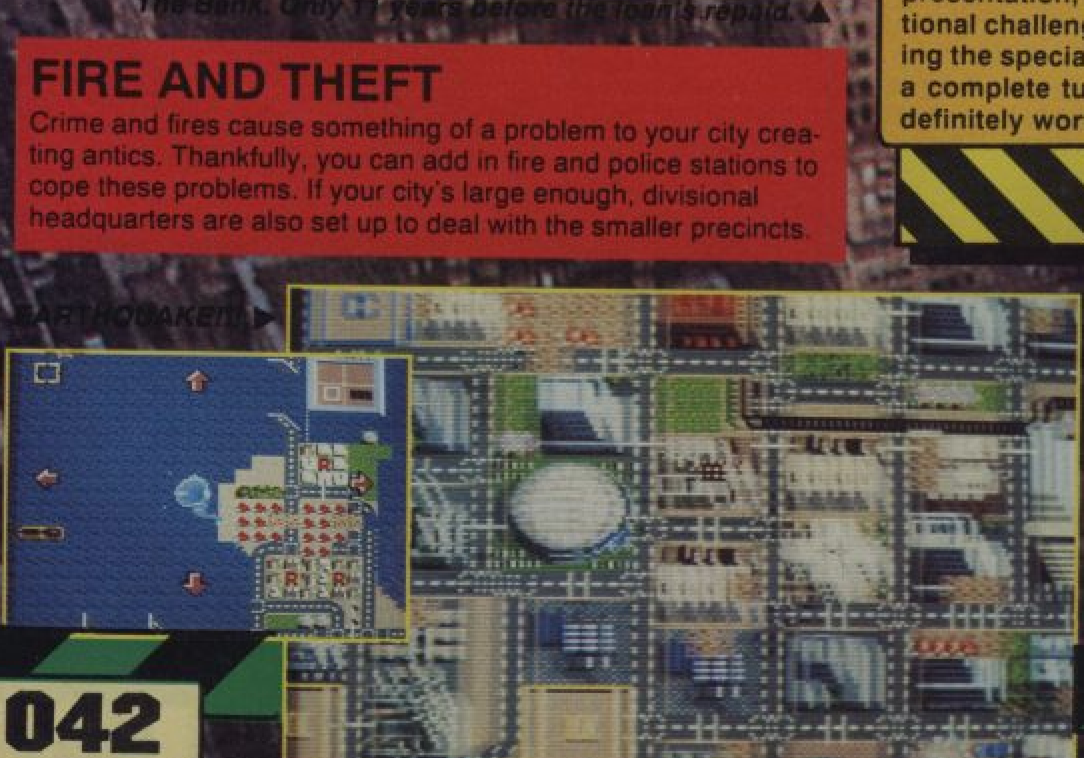
When I first sat down to start playing this, I was a bit concerned that all the Japanese text would make it difficult to play. Luckily, there isn't much of a problem because most of the icons and graphic screens are self-explanatory and it only takes a bit of experimentation to reveal the purpose of the others. The only possible confusion could arise from the budget and tax screens, but anyone who's played the game on other formats will be able to work them out, and this review should help anyone who hasn't. It turns out that this is the best version of the lot, mainly because of the extra presentation, the music, the sound effects and the additional challenge of working your way towards constructing the special bonus buildings. Unless brain games are a complete turn-off for you, Sim City is a game that is definitely worth buying.

PAUL GLANCEY

FIRE AND THEFT

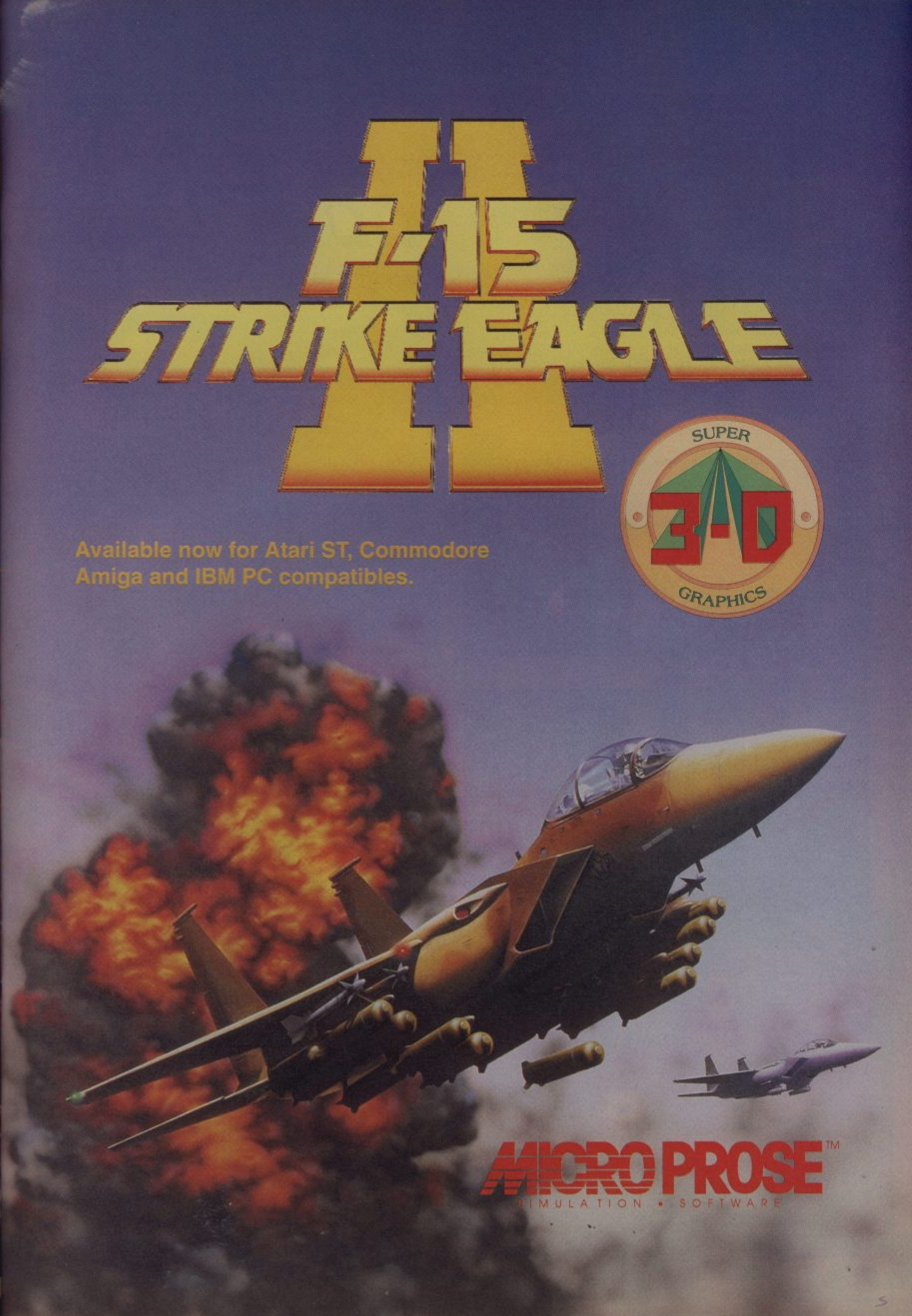
Crime and fires cause something of a problem to your city creating antics. Thankfully, you can add in fire and police stations to cope these problems. If your city's large enough, divisional headquarters are also set up to deal with the smaller precincts.

EARTHQUAKE!! ▶



FAMICOM

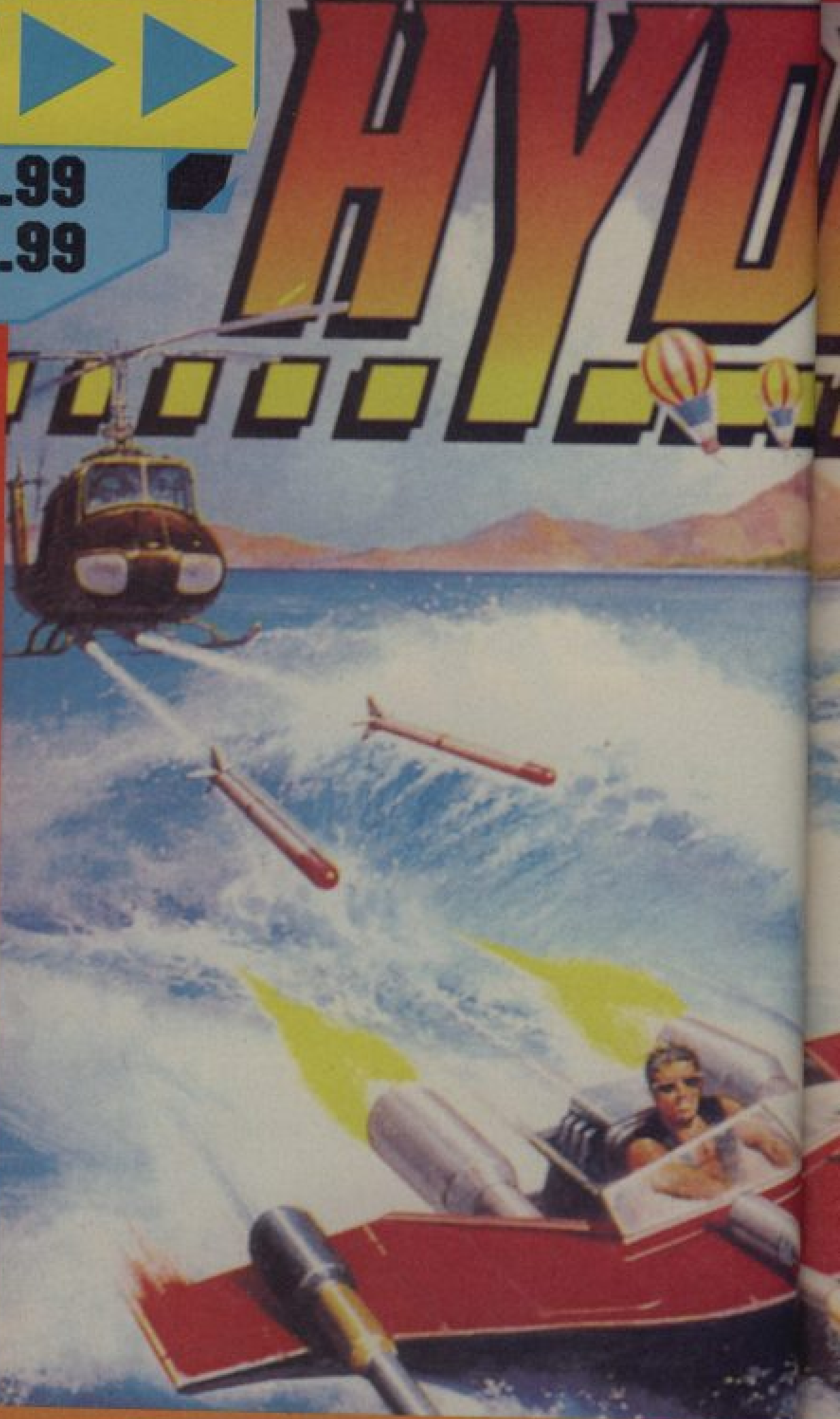
GRAPHICS	79
SOUNDS	80
PLAYABILITY	94
LASTABILITY	95
OVERALL	93



II
F-15
STRIKE EAGLE
SUPER
3-D
GRAPHICS
Available now for Atari ST, Commodore
Amiga and IBM PC compatibles.
MICRO PROSE™
SIMULATION • SOFTWARE

REVIEW ▶▶

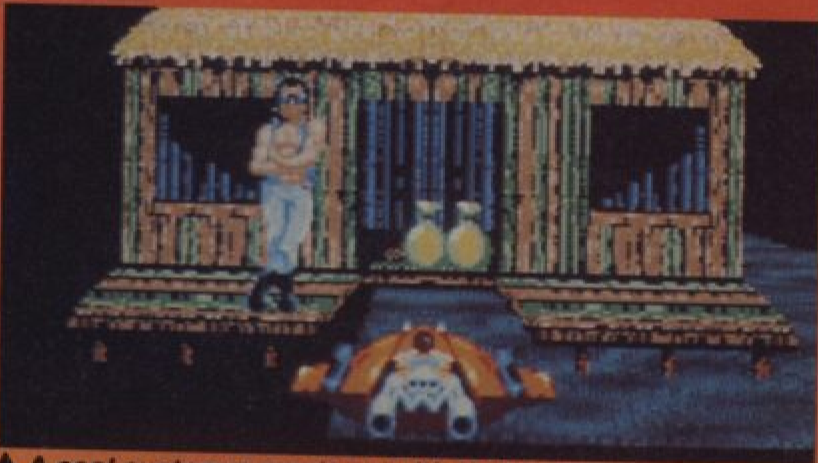
AMIGA £24.99
ST £24.99
BY DOMARK



Forget about Parcel Farce and Red Snore, door to door. When it comes to life and death you'd better trust your package to Hydra, the twin-cannon courier who guarantees to deliver - or die in the attempt.

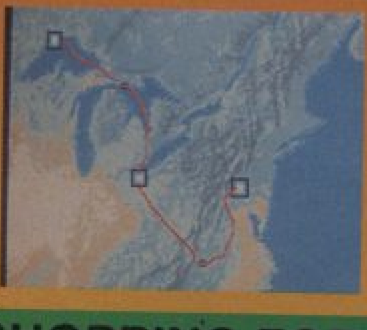
It's the 21st Century and terrorists headed by the evil Shadow rule the sea and sky. They'll stop at nothing to get their mucky mitts on Top Secret goodies like mutant virus strains, the crown jewels and doomsday devices from around the globe.

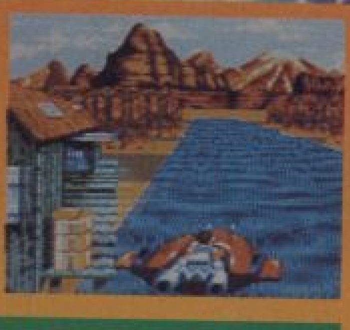
In Domark's conversion of the little-known Tengen coin-op, you control the Hydracraft - a swift and nifty sea vessel capable of handy short flights. Your job is to run the gauntlet and arrive with the goods in one piece, picking up extra firepower and shields along the way. Ever had that sinking feeling? You will if you can't deliver!

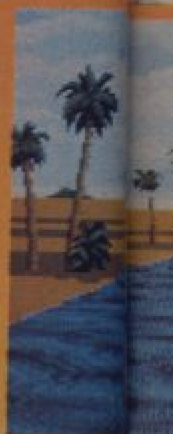


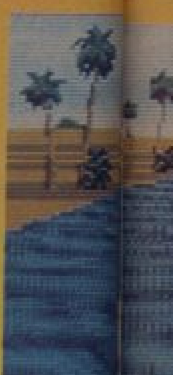
▲ *A cool customer meets up with Hydra.*
▼ *Mid-tunnel action and adventure.*













After suffering the S.T.U.N. Runner disaster, I was hoping Domark might have learned a lesson from that mess. Oh dear. Whilst Hydra doesn't actually stink, there's the whiff of a rush job here. I haven't seen the coin-op, but hear it wasn't too hot. If the original features jerky graphics, poor response, shoddy detail and shallow gameplay then these conversions must be pretty close. The game's saving grace is the music on the Amiga, a very jolly tune which is actually quite good. That aside, this game just doesn't cut the ice and it shouldn't be too long before Hydra sinks out of sight where it belongs.

TIM BOONE

SHOPPING FOR WEAPONS

Ziggy's Weapon Shoppe is your friendly corner store of destruction, with a variety of extra weapons available to any killer courier with cash to spend.

HOMING MISSILES: These cuties find the nearest target and lock on for the kill.

ANTI-GRAV: Similar to boost, this fine device cheats gravity and gives you the power of flight.

SHIELDS: Give your Hydracraft the ability to pass through objects unscathed.

FLAMETHROWERS: A serious piece of kit, right handy when it comes to scorching the hide off the enemy.

UZI: Rapid cannon fire for shooting with that extra punch.

BOMBS: These nifty little babies land in the middle of the water, totalling all enemy nasties within the blast radius.

NUKE: Whoops, apocolypse. These handy gizmos blow everything on the screen to smithereens - except you, of course!

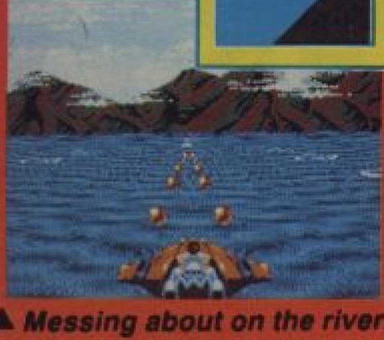


REVIEW



Funnily enough, fact fans, Hydra is supposed to be the unofficial follow-up to Roadblasters. The gameplay is much the same. Simply burn up the road (in this case it's pulsating in different shades of blue, desperately trying to convince you that it's water) blowing other vehicles up. This type of game can be quite exciting if it's fast and smooth enough - arcade Roadblasters is brill. Unfortunately, this lacking conversion simply doesn't deliver. The graphics look like grainy replicas of the arcade original and seem quite pleasing in static screenshots but slow, jerky 3D scrolling completely ruins the effect. The sound isn't bad, but Matt Furniss' tunes are pretty uninspiring and the sound effects stunningly mediocre. If you're a fan of the coin-op check it out, but in my view buying this is equivalent to flushing 25 notes straight down the loo.

RICHARD LEADBETTER



▲ *Messing about on the river.*

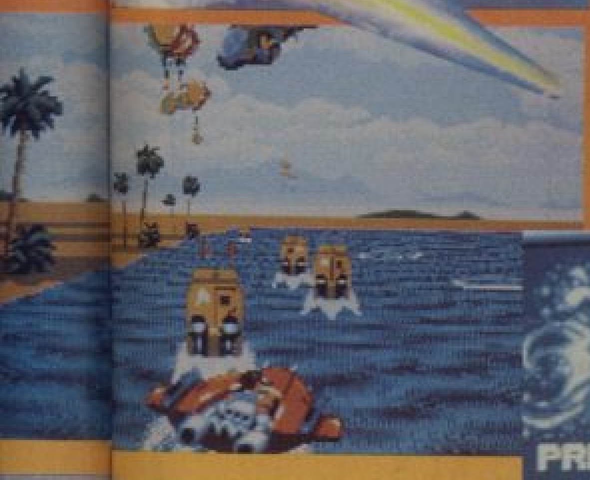
WELCOME TO THE HYDRADOME

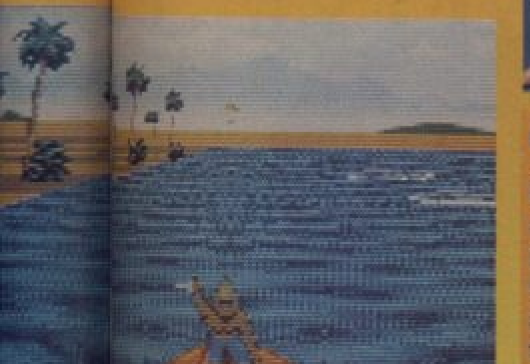
Make it through the first three levels with life, ship and sanity intact and you enter the Hydradome, where extra funds are up for grabs by completing the course. Use the money you make to buy all sorts of goodies, ranging from flamethrowers to nuclear bombs.

You're going to need them, too. The action take Hydra all over the show, from Colorado to Cuba and China to, um, Timbuktu. With the game's 31 levels split into nine missions, there's certainly plenty to do!











UPDATE

Expect to see Hydra available for the C64. Spectrum and Amstrad very soon at 10.99 a shot. Whether you actually want to buy them is up to you...

CARRYING THE CAN

Courier delivery has come a long way since the little bloke on his moped fought his way down the high street, a stupidly shaped package perched perilously on the pillion. In Hydra's world they use swish speedboats so powerful they actually take off when you put the pedal to the metal! But two things don't change, despite all this technology. The couriers still look harassed and they still have 178 excuses handy when your vital package is found three days late under a tramp along the Old Kent Road...

AMIGA

GRAPHICS	43
SOUNDS	68
PLAYABILITY	38
LASTABILITY	34
OVERALL	43

ST

GRAPHICS	43
SOUNDS	60
PLAYABILITY	38
LASTABILITY	34
OVERALL	41

WIN A SEGA MEGA DRIVE!



THE SENSATIONAL SEGA MEGA DRIVE HAS GOT TO BE THE COOLEST CONSOLE IN THE WORLD, AND YOU COULD WIN 1 OF 3 WE'VE GOT UP FOR GRABS BY SIMPLY CALLING...

0898 299253

WIN A HONDA MT50 MOPED!

YOU COULD LEARN TO RIDE IN STLYE WITH THIS HONDA MOPED! DESIGNED LIKE A MOTOCROSS BIKE WITH A 50CC ENGINE, THIS £1300 MACHINE COULD BE YOURS IF YOU CALL...

0898 299254



WIN A SANYO CD HIFI!

EVERY BEDROOM DESERVES TO HAVE A HI-FI SYSTEM LIKE THIS SANYO! COMPLETE WITH CD PLAYER AND TWIN TAPE DECK, WHAT COULD SOUND BETTER? THE WINNER COULD BE YOU IF YOU CALL...

0898 299255



WIN A SPACE AGE TV!

NO YOU'RE NOT LOOKING AT THE TV OF THE FUTURE - THIS PHILIPS DISCOVERER IS HERE NOW, AND WE'RE GIVING TWO OF THE LITTLE BEAUTIES AWAY! AS YOU CAN SEE THE TELLY IS SHAPED LIKE A SPACE HELMET COMPLETE WITH VISOR, AND EVEN THE REMOTE CONTROL LOOKS LIKE ITS STEPPED OUT OF AN EPISODE OF STAR TREK! SO IF YOU FANCY OWNING ONE (AND WHO WOULDN'T!) THEN...



CALL 0898 299256

WIN THIS AMAZING AMIGA 500

PLUS A COLOUR PRINTER!

PLUS A COLOUR MONITOR!



AND 11 FREE GAMES!

CALL 0898 299233

WIN THE TOP FIVE AMIGA SOCCER GAMES!



YOU COULD WIN FINAL WHISTLE, SOCCER MANAGER, KICK OFF 2, GAZZA, AND WORLD CHAMPIONSHIP SOCCER FOR YOUR AMIGA IF YOU CALL NOW!

0898 299234

WIN THE TOP 10 AMIGA GAMES!



THE TOP TEN AMIGA GAMES OF TODAY, COULD BE YOURS TOMORROW IF YOU'RE THE WINNER OF OUR COMPETITION! THE GAMES YOU COULD WIN ARE SPEEDBALL 2, LEMMINGS, TURRICAN 2, GODS, KICK OFF 2, VIZ, MIG 29, LITTLE PUFF, SWIV AND FANTASY WORLD OF DIZZY! AND WHAT MORE COULD YOU POSSIBLY NEED!

CALL 0898 299235

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. Average length of the call is 5.5 minutes.
For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Please ask your parents permission before you call.

AMIGA **£25.99**

BY GREMLIN

CVG HIT


▲ Moody graphics, or what?






◀ The stairway to doom.


▲ One-on-one combat.

HEROQUEST



The dawn of darkness draws near. That foul wizard Morcar, Lord of Chaos, and his dreadful legions threaten to overrun the land. Can a greater evil befall us? Not on your nelly! Morcar is one seriously bad lad, and only the very best can hope to vanquish him as he plots deep in his underground lair.

Thankfully, help is at hand with a quartet of heroes ready and willing to do battle with anything the Master of Disaster can throw at them. Rogar the Barbarian, Durgin the Dwarf, Ladril the Elf and Telor the Wizard hold the hopes of humanity as they do battle with Morcar's minions in a host of Quests which promise to test their courage and resources to the limit.

This is the long-awaited computer version of the Hasbro Bradley role playing mega-hit. Players take on the computer, which takes the part of Morcar and controls the dastardly hordes. Guided by the Mentor, whose wisdom is profound, up to four people can play. Or, if you're all on your lonesome, one person can take the roles of all four characters. The rewards for success are much more than money. Failure? The less said about that the better!





OUR HEROES

ROGAR A beefcake warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

REVIEW



Skeletons spell trouble. ▶



UPDATE

Hero Quest should be doing its thing on a computer near you very soon now, on ST and PC (£25.99), C64 and Amstrad (£10.99). Keep 'em peeled!

WHEN YOU'RE ON A ROLE...

Role playing games have been around for yonks now - and they're growing in popularity all the time. The original Hero Quest board game from Games Workshop won rapturous applause, sold absolutely squillions and remains one of the most popular on the shelf. This is the sort of game which cries out for a computer conversion - after all, you can't always have all your friends round to play. That said, it's always the human interaction which really counts and that's not really possible here.

TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of alright.



DURGIN A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.



▼ *Can you make it to the door in one piece?*



LADRIL A fighter elf from distant Athelorn who, whilst looking rather natty, can hold his end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.



I've been looking forward to this one, and Hero Quest has been well worth the wait. Gremlin have certainly delivered the goods here, providing an excellent RPG computer game to rank alongside the best of them. Unlike most games of this ilk, Hero is a breeze to pick up and play - drawing you deep into its realm with some well designed gameplay and obvious devotion to the original board game. The Cadaver-ish graphics set the scene very well and the control system is simplicity itself. A big plus for me is the music - it's very apt and very atmospheric, providing the final touch to a very classy piece of software. With datadisks planned for the future, here is a game to take you into the wee small hours for some time to come. Bags I take this home!

TIM BOONE

mbat.

ES
arrior
quite
in.
s, his
ot to
going

HERO QUEST



OUR HEROES



ROGAR A beefcake warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

DURGIN A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.

LADRIL A fighter elf from distant Athelorn who, whilst looking rather natty, can hold his end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.

TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of alright.







I've played quite a few of this new breed of adventure game lately and Hero Quest is definitely one of the easiest to get into, and consequently, one of the most enjoyable. The icon controls are very simple to use, the graphics are attractive and there's even a pleasant soundtrack going in the background. The puzzles (if you could call them that, after all the quests are just a matter of finding an object or a person and then taking them to the exit) are quite simple, but the quests are sufficiently varied to sustain interest. The only possible fly in the ointment is the fact that the game is at its best with two or preferably four players participating, because then the game becomes a race to find the treasures before the others. Although it's still very playable solo, the game just doesn't have quite the same challenge so it wouldn't take too long to finish the 14 quests. Well worth buying, but make sure you've got a friend handy if you want to get the most out of Hero Quest.

PAUL GLANCEY





AMIGA	
GRAPHICS	88
SOUNDS	81
PLAYABILITY	88
LASTABILITY	80
OVERALL	87

OUTLAND SOFTWARE

Stockists of Milti-Format Games and Peripherals

The Stores
Milstead
Nr Sittingbourne
Kent ME9 0SA
Telephone: (0795) 83270

MEGADRIVE	
MEGADRIVE PAL	119.95
PRO 1 JOYSTICK	17.95
PRO 2 JOYPAD	11.95
STRIKER PAD	18.50
ARCADE POWER STICK	32.95
GIZMO JOYSTICK	35.95
Abrahams Battle Tank	35.95
Darius II	32.95
Dick Tracey	32.95
Gaiares	32.95
Gain Ground	21.50
Gynoug	32.95
James Pond	35.95
Joe Montana	32.95
John Madden	32.95
Mickey Mouse	25.50
Midnight Resistance	33.95
P.G.A. Tour Golf	35.95
Sonic Hedgehog	Call
Spiderman	32.95
Strider	32.95
Sword of Vermillion	39.95
Super Airwolf	32.95
GAMEBOY	
GAMEBOY DELUXE	65.95
CARRY ALL	11.95
LIGHT BOY	18.50
MAGNIFIER	9.95
Contra/OPC	21.50
Duck Tales	21.50
Megaman	21.50
R.Type	21.50
Robocop	19.95

FAMICOM	
Actraiser	35.95
Big Run	35.95
Bombuzal	29.95
Darius Twin	38.95
F-Zero	38.95
Final Fight	38.95
Gradius III	35.95
Hole in One	35.95
Pilot Wings	38.95
Populous	35.95
Super Mario World	35.95
Ultraman	38.95
GAMEGEAR	
Berlin Wall	21.50
Chase HQ	22.95
Columns	21.50
Devilish	21.50
Dragon Crystal	21.50
Fantasy Zone Gear	21.50
G.Loc	21.50
Hastle Golby	21.50
Head Buster	21.50
Magical Guy	21.50
Mappy	21.50
Mickey Mouse	21.50
Pengo	21.50
Pop Breakder	21.50
Psychic World	21.50
Put & Putter	21.50
Shanghai	22.95
Shinobi	21.50
Super Monaco	21.50
Wonderboy	21.50
Wollypop	21.50

MASTER SYSTEM	
California Games	23.95
Gauntlet	23.95
Ghouls N Ghosts	23.95
Impossible Mission	23.95
Indiana Jones	23.95
Mickey Mouse	23.95
Pac Mania	Call
R-Type	23.95
Speedball	Call

ALL LYNX GAMES 23.95

PLEASE MAKE ALL CHEQUES AND P.OS PAYABLE TO:-
OUTLAND SOFTWARE
THE STORES
MILSTEAD,
NR SITTINGBOURNE
KENT. ME9 0SA

TEL: (0795) 83270
MON - SAT 9AM - 7PM

PLEASE ADD P&P
£1.00 FOR GAMES
£2.00 ADD-ONS
£5.00 CONSOLES

MANY MORE GAMES IN STOCK PLEASE CALL FOR AVAILABILITY

SMG SOFTWARE

Software at great prices! If you own an Atari ST or Commodore Amiga you can't afford to miss this!

Amiga		Atari ST	
THEIR FINEST HOUR	23.99	BILLY THE KID	20.99
BILLY THE KID	20.99	BRAT	20.99
CHAOS STRIKES BACK	20.99	COIN OP HITS II	23.99
CHASE HQ	20.99	ELVIRA	23.99
AZURE BONDS	23.99	F-19 STEALTH	23.99
DUNGEON MASTER	20.99	GOLDEN AXE	20.99
ELITE	20.99	GUNSHIP	20.99
ELVIRA	23.99	H'WOOD COLLECTION	23.99
EYE OF THE BEHOLDER	23.99	LEMMINGS	20.99
F-19 STEALTH	23.99	MIDWINTER	23.99
GAUNTLET III	20.99	NAM	23.99
GODS	20.99	NIGHTBREED AD.	20.99
GOLDEN AXE	20.99	OP. STEALTH	20.99
JAMES POND	20.99	TURRICAN II	20.99
TOTAL RECALL	20.99	CHASE HQ II	20.99

N.B. The list of titles above is just a selection. A full catalogue can be obtained from the address below. Please send your order together with a cheque or postal order to: (Please include £1.00 p&p).

SMG SOFTWARE, RED COURT, 66 MILL LANE, HERNE, KENT, CT6 7DP.

COMPUTER GAMES

309 GOLDHAWK ROAD, LONDON, W12 8EZ

TEL: 081 741 9050 : OPENING HOURS 10AM - 8PM MON - SAT

WE BUY YOUR OLD CARTRIDGES FOR CASH ABSOLUTELY NONE REFUSED!

VISA

TRADE ENQUIRES WELCOME

MAIL ORDER PRICES

PRICE PROMISE
WE WILL MATCH ANY PRICE IN THIS MAGAZINE.
(Applies to Mail Order Only)

SHOP PRICES MAY VARY

UK OR IMPORT MEGADRIVE + JOYPAD ONLY £124.99 (INC VAT & P&P)

UK OR IMPORT MEGADRIVE + JOYPAD + WORLD CUP ITALIA '90 ONLY £139.99 (INC VAT & P&P)

UK OR IMPORT MEGADRIVE + JOYPAD + ANY GAME OF YOUR CHOICE ONLY £149.99 (INC VAT & P&P)

NEW SEGA MEGADRIVE (UK)	
ARCADE POWER STICK	34.99
CONTROL PAD	14.99
ALEX KIDD ENCHANTED CASTLE	26.50
ARNOLD PALMERS TOURNEMENT GOLF	29.99
CYBERBALL	29.99
ESWAT	29.99
GHOSTBUSTERS	29.99
FORGOTTEN WORLDS	29.99

SPECIAL OFFER "JAMES POND" UNDERWATER AGENT ONLY £34.99

GOLDEN AXE	29.99
LAST BATTLE	29.99
MOONWALKER	29.99
PHANTASY STAR II	49.99
RAMBO III	29.99
MICKEY MOUSE	34.99

SPECIAL OFFER JOHN MADDENS AMERICAN FOOTBALL BIG TOUGH & BONE CRUSHING! £34.99

PJA GOLF	34.99
REVENGE OF SHINOBI	29.99
SUPER LEAGUE BASEBALL	29.99
SUPER MONACO GP	29.99
SUPER REAL BASKETBALL	29.99
WORLD CUP ITALIA '90	26.50
TRUXTON	29.99

NEW SEGA MEGADRIVE (IMPORT)	
AEROBLASTERS	29.99
GYNOUG	29.99
MAGICAL HAT	29.99

MIDNIGHT RESISTANCE £34.99

STRIDER	29.99
GHOULS N GHOSTS	29.99
SHADOW DANCER	29.99
DARIUS II	29.99
SUPER AIR WOLF	29.99
PHANTASY SOLDIER III	29.99
MAJONGE DETECTIVE	29.99
DICK TRACEY	29.99
GAIN GROUND	29.99

SWORD OF VERMILLION (UK) 5 MEGA MEMORY WITH BATTERY, BACKUP & 106 PAGE HINT BOOK INCLUDED £42.99

AMBITION OF CAESAR	29.99
CRACK DOWN	29.99
MONSTER HUNTER	29.99
ALESTE	29.99
WONDERBOY III	29.99
HARD DRIVIN	29.99
JOE MONTANA	29.99

LOTS OF SECOND HAND GAMES NOW IN STOCK. STARTING FROM £9.99. PHONE FOR DETAILS

SEGA MASTER SYSTEM WITH 2 CONTROL PADS & FREE GAME: ALEX KIDD IN MIRACLE WORLD ONLY £54.99

NEW SEGA MASTERSYSTEM	
AFTERBURNER	26.50
AERIAL ASSAULT	26.50
A. KIDD IN SHINOBI WORLD	26.50
ALTERED BEAST	26.50
BASKETBALL NIGHTMARE	26.50
CALIFORNIA GAMES	26.50
CHOPLIFTER	26.50

MICKEY MOUSE CASTLE OF ILLUSION £26.50

GALAXY FORCE	26.50
GOLDEN AXE	26.50
DICK TRACEY	26.50
GAUNTLET	26.50
GOLFAMANIA	29.50
HEAVY WEIGHT CHAMPS	26.50
IMPOSSIBLE MISSION	26.50

WONDERBOY III £26.50

JO MONTANA FOOTBALL	26.50
PAPERBOY	26.50
LEADERBOARD	26.50
MOONWALKER	26.50
PACMANIA	26.50

FULL RANGE OF NINTENDO TITLES CATALOGUE ON REQUEST

FULL RANGE OF GAMEBOY TITLES CATALOGUE ON REQUEST

FULL RANGE OF SEGA AND MEGADRIVE TITLES CATALOGUE ON REQUEST

VISIT OUR SHOPS

WEST LONDON COMPUTER GAMES
309 GOLDHAWK ROAD,
LONDON W12 8EZ
OPEN 10AM - 8PM
MON -SAT. NEAREST TUBE STAMFORD BROOK

ROMFORD
UNIT 33-34 ROMFORD SHOPPING HALL, MARKET PLACE,
ROMFORD, ESSEX
OPENING TIMES, 9AM-5PM
MON - SAT
1 2 DAY THURSDAY.
0708744338

ESSEX
UNIT 619 - PAVILON BUILDING,
LAKESIDE SHOPPING CENTRE,
WEST THURROCK GRAYS
ESSEX
OPEN 9.30AM-8PM
MON - SAT
0708 890800

NORTH LONDON SHOPPING WORLD
259 HIGH STREET
WALTHAMSTOW
LONDON E17
OPEN 9AM - 5PM
MON - SAT
081 503 6633

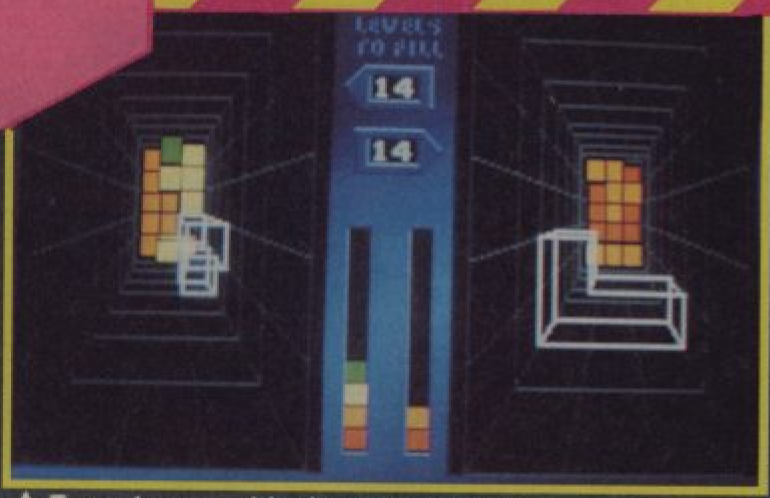
205 ST MARYS LANE
(Opposite Gateways)
UMPINSTER
ESSEX
OPEN 10AM - 6PM
MON - SAT
0708 640500

MEGADRIVE

BY ELECTRONIC ARTS

Blockout is a puzzle game with a difference - and probably the most fun you'll have with building blocks outside a play pen. Take Tetris, turn it on its side, add a new dimension and you have the mechanics of Blockout. The aim of the game is to fit together blocks so that they form complete layers in a pit. When all the holes are plugged, that layer disappears and the bricks above drop down one space.

Staying alive for long doesn't come easy, though, as misplaced pieces force your blocks further up the screen and push you closer to doom. The pieces just keep coming, so rest assured you won't beat the machine. Play against a human and at least you have a chance...



▲ *Two-player multicoloured mayhem!*

BLOCK OUT

A CHIP OFF THE OLD BLOCK

Don't let anyone tell you different, puzzle pros: Blockout is Tetris with knobs on. Whereas Tetris shapes were restricted to every possible 2D combination of four squares, Blockout features any shape involving up to five cubes - and in three dimensions.

Tetris was actually programmed for the Megadrive, but for reasons best known to the Nintendo and Sega legal departments, it was never officially released in Japan, the USA, or Europe, although pirate copies do exist.

The word on the street is that Super Tetris, written by Alexei Pajitnov (the original's creator) for Spectrum Holobyte is nearing completion. Quite what shape that will be taking is a closely guarded secret, so watch this space for news as and when!



I was pleased to hear EA were planning to tweak the Megadrive version of this top puzzler, and the result is a finely tuned game which works well. The Rainbow Arts original featured too many options, but this defect has now been ironed out. The two player game is a little slow, but great fun nonetheless. Blockout is easy to play, hard to put down and damn near impossible to avoid going back to. It's therefore a wise investment for any Megadrive-owning puzzle freak starved of long-term challenge. Enjoy!

TIM BOONE

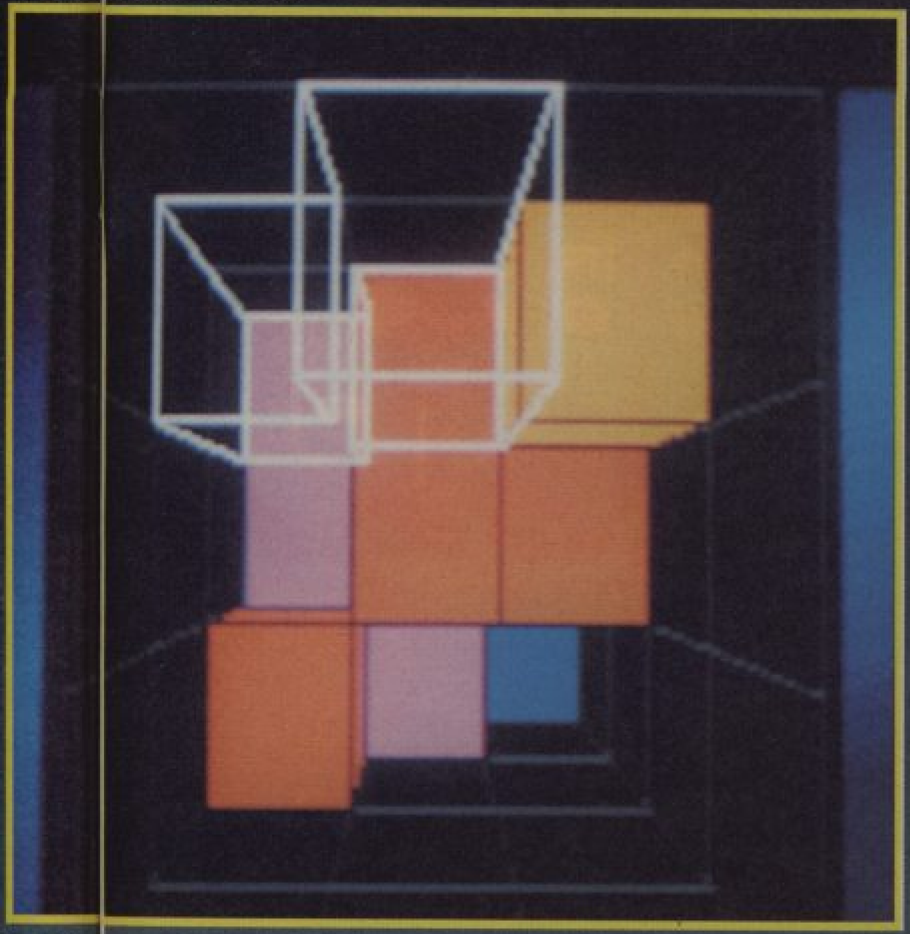
FLIP ME, WHAT A PUZZLE!

To get to grips with the Blockout control method, you'll need to think in three dimensions - because anything's possible in this game!

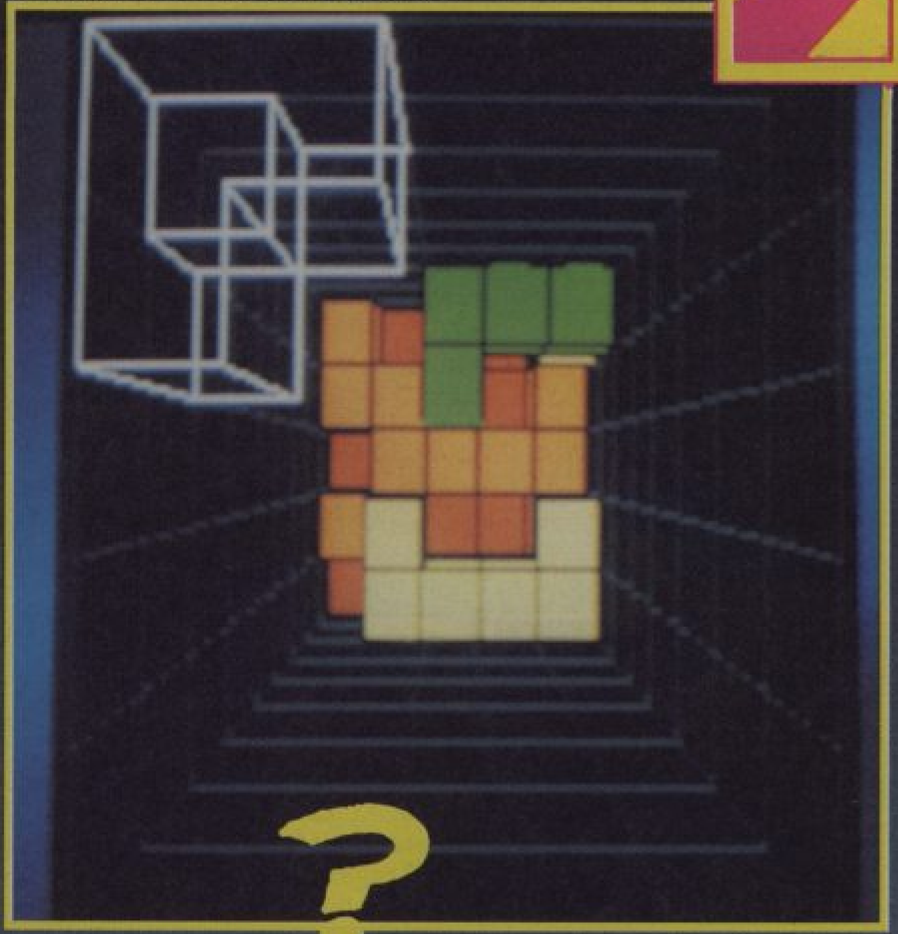
On the joypad, button A flips the shape vertically on its X-axis, B flips it horizontally along the Y-plane and C flips it around. Confused? You won't be. Spinning the shapes to fit soon becomes second nature and you find yourself planning further and further ahead.



▼ A load of old blocks?

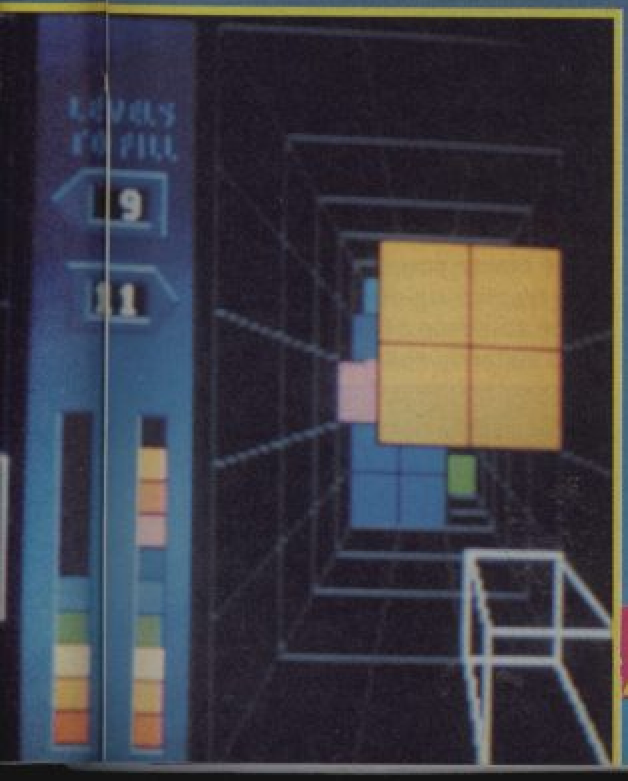


▼ Much block-twisting malarkey!



▼ The options screen.





◀ Player two's having trouble!

HEAD TO HEAD

In two player mode, Blockout really starts to show its stuff. The screen shows two pits, one for each player, and play is the same as usual, except your opponent's shapes are pushed further up the screen whenever you complete a layer in your own pit. If that method doesn't decide the winner, the first player to complete a quota of layers takes the game.
Either way, the match quickly degenerates into frantic finger stabbing and name-calling, all in the best possible tradition...



Like my compadres I wasn't too keen on the Amiga version of Blockout, mainly because the controls seemed pretty complicated for a fast action game. However, the Megadrive's three button control pad is perfectly suited to the game, and that problem just doesn't exist with this version. Once I'd grown accustomed to the shape manipulation, I just couldn't stop playing, especially in two player mode. In fact since we received the cart, my eyes have become bagged and bleary from all the late nights I've spent annihilating MEAN MACHINE's Gary Harrod. Megadrive owners need no longer regret the lack of Tetris on their machine, because Blockout provides sufficient puzzlesome fun for any brain-game fan.

PAUL GLANCEY

▼ The title screen in all its glory!



MEGADRIVE

GRAPHICS	80
SOUNDS	75
PLAYABILITY	90
LASTABILITY	88
OVERALL	86

REVIEW

AMIGA **£29.99**

BY ACTIVISION EUROPE

The Hunter roams the blasted landscapes of tomorrow - a one man army bent on the destruction of the evil Red Empire - as long as he's paid enough money! He's cool, he's mean, he's resourceful and intelligent. He also has the enviable talent of being able to drive any form of transport known to civilisation - and this comes in handy during this game.

There are three different types of game available. The first is a simple list of missions that are carried out one after the other. These simply involve blowing up strategic enemy targets or people. Then there's the action scenario. Packed full of blasting and annihilation, it's a desperate attempt to wipe the empire off the face of the earth once and for all. Finally, there's the campaign option. This is a massive strategic epic, with all your single missions counting towards the final outcome. At the end of each mission, you can save off your position and all your tools, equipment and money for use in the next game.



▲ *The mouse is used to manipulate items.*

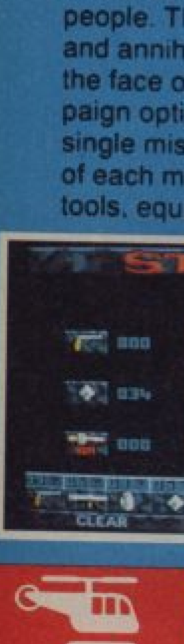


UPDATE

An ST version of Hunter has been completed and plays exactly like the game seen here. Priced at £29.99 it's an essential purchase, and it should be out by August.

POCKETS OF FUN

Be sure to collect some useful items from the stores before you embark on your mission. A log book comes in handy for digitally noting down any useful discoveries. Various scanners are also available which help the Hunter keep track of the enemy (and himself). The most useful item turns out to be the map. This can be superimposed over the main playing area to help keep track of your progress.



DRIVING, FLYING, RIDING, SWIMMING

The Hunter is adept at using all forms of transport available to man, and since the enemy have numerous vehicles dotted around their territory, this skill comes in handy. The list of vehicles is endless and includes bicycles, cars, ambulances, scanner vans, trucks, armoured cars, tanks, rowing boats, speedboats and even windsurfers! The best mode of transport turns out to be the helicopter, but watch out for those surface-to-air missiles. Keep a look out for the hovercraft as well. This baby can travel over both land and water!







▲ *The Rocket Boat in all its glory!*



▲ *Helicopter vs helicopter!*

The start of the mission begins outside Allied HQ. The objective is simple: destroy the enemy base!



The nearest shed contains a lot of the necessary equipment. Maps, flares and scanners are all here.



A short drive takes the Hunter to the Allied Stores building. Most of your weapons are collected here.



The stores screen itself! Simply by clicking on "auto" a nice selection of weapons are instantly collected!



HUNTER

▼ *The Hunter searches through a small bungalow.*



A ROOM WITH A VIEW

All forms of buildings can be entered and searched, and it's quite likely that they're occupied by their owners. If they're honest civvies, you can pump them for information. Slightly more suspect folk might succumb to a bit of bribery, whilst enemy soldiers fire on sight. On the plus side, there's usually some kind of useful equipment to be found in buildings.





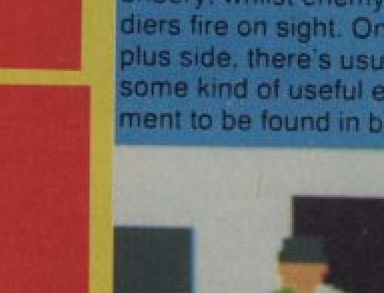
Hunter is one of the most strikingly terrific games I've ever had the pleasure to play. Combining Mercenary-style gameplay with the action of Virus and some of the strategy of Midwinter. The best bit of the game must be driving around the landscape using all the weird and wonderful modes of transport to be found in the game. The graphics are excellent (the animation as the Hunter pedals around the landscape on his push-bike is amazing) and the 3D is fast and smooth enough to be convincing. The sound is similarly excellent with a good military tune and amazing sound effects (all of the cars make different noises, and there's loads of volcanic noises and seaside effects where appropriate). Lastability is guaranteed too, with loads of missions and scenarios with an expansive map for each. Look out too for the special surprises, hidden weapons and vehicles! There are even lashings of brutality for the hard-of-thinking when you mercilessly run down enemy soldiers - and get money for it! Hunter offers everything for everyone and as such ranks as one of the best Amiga games money can buy.

RICHARD LEADBETTER

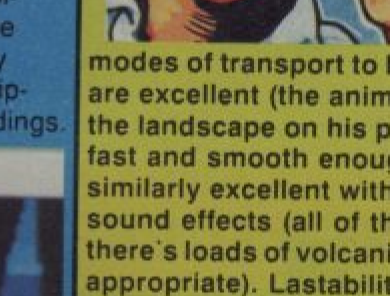
It would take ages for the Hunter to reach the target by speedboat. A helicopter is a welcome discovery!



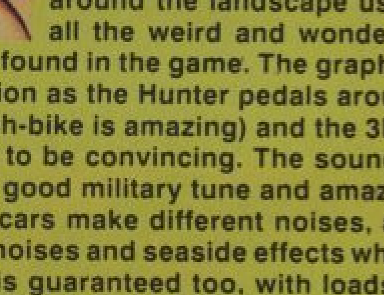
A few moments later and the Hunter is airborne! The Helicopter is quite difficult to control, but it sure shifts...



Bombs at the ready - and just in time! There's enemy HQ - but your 'copter is under heavy attack.



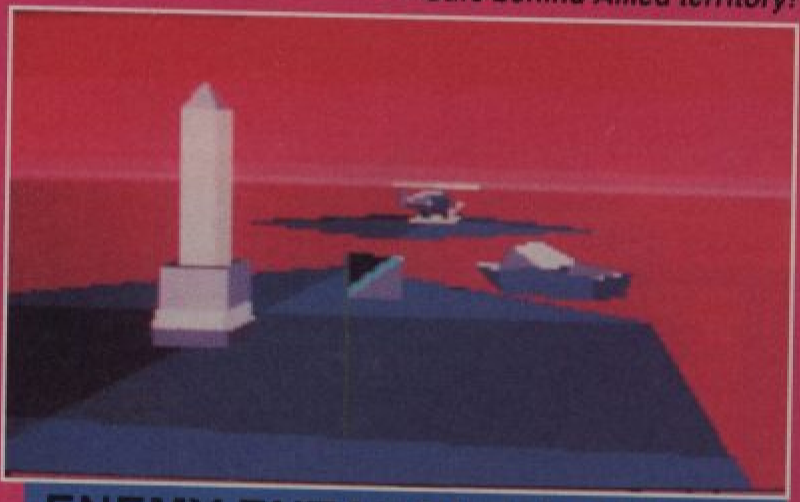
The helicopter is brought down, but enemy HQ is heavily damaged. A few rocket shells are all that's needed...





▲ *The Hunter takes a quick dip...*

▼ *Safe behind Allied territory!*



THE REAL-LIFE EXPERIENCE

Just like real-life, time passes in Hunter, so expect days to turn into nights and so on. Nocturnal activity comes in handy as the enemy tend to fall asleep and their SAM sites and tracer guns are useless. Other authentic touches include the presence of many forms of wildlife, including seagulls, rabbits and even bulls! Credits are taken away from the Hunter for any indiscriminate killing (and that includes running over rabbits in your tank!).

Let's hope there's not ▶ someone already inside!



ENEMY ENTANGLEMENTS

Don't expect your journey into hostile territory to be free of danger. A vast contingent of enemy soldiers is present and they're manning all forms of motorised artillery as well as massive tracer guns and SAM sites. Extra credits are awarded for blowing up the enemy artillery, but make sure you leave enough of the explosive stuff over for taking out the main targets. If you don't it's a case of finding some extra weapons behind enemy lines.





My jaw dropped when I first saw this at the Computer Entertainment Show last year, and I was most dismayed when Activision took it with them as they slid down the pan. It's lucky that The Disc Company were there to save Activision and Hunter, and you Amiga owners should be eternally grateful because it's one of the most impressive arcade adventures you're ever likely to play. The 3D graphics are just superb and I love the little touches, such as the bulls, the bunnies and the vultures which circle overhead when your energy is running out. The variety in vehicles and scenery keeps the game interesting throughout, and the graphics really are great. This is a game I could see myself playing for hours (if anyone would let me) and all those missions guarantee you getting your money's worth. It's out in August, so make sure you've saved the requisite cash by then because no self-respecting Amiga owner can afford to be without Hunter.

PAUL GLANCEY

AERIAL OBSERVATION

Send up an aerial observation unit to scan the immediate vicinity for people, buildings and most importantly, vehicles - essential if you've just been shot down and need to get somewhere fast!



AMIGA	
GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	95
OVERALL	95

EASTERN CONSOLES

WE SELL
THE SUPER FAMICOM, MEGADRIVE
PC ENGINE & AMGIA
PLEASE CALL FOR PRICES

WE DO PART EXCHANGE ON ALL SECOND HAND MACHINES AND CARTRIDGES
PLEASE RING FOR DETAILS.

15 MOORGATE ROAD
KIPPAX, LEEDS
WEST YORKS. LS25 7EI
TEL:0532 868059 0532 642388

39 RUSSELL CLOSE
HECKMOND, WIKE
WEST YORKS. WF16 OEG
TEL: 0924 407919

WIN A GAMEBOY

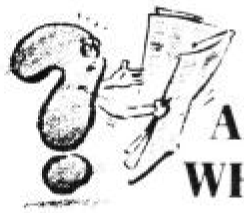
10 GAMEBOYS TO BE WON

CALL OUR QUIZ ON

0898 805 509

Remember, these calls costs 34p per minute, cheap rate and 45p per minute at all other times inc. VAT. Average call lasts 3 minutes. Please ask the person who pays the phone bill before calling.
BCM Box 5374, London WC1N 3XX.

g3



IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.
So if you question an advertiser, they have to answer to us.
To find out more about the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

WIN

Nintendo

NINTENDO GAMEBOY

CRAZY COMPETITION

0898 32 33 20

Charges 33p/Min Cheap 44p/Min All Other Times

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE BEST PRIZE LINES AROUND ARE HERE!!

SUPER FAMICOM LINE - RING 0898 - 555533

ring ring ring!!! these things cost an arm and a leg in the shops so why not win one for the cost of a phone call (or two)

SEGA MEGADRIVE LINE - RING 0898 - 555536

bet you wish you had one of these fantastic consoles so get dialling and you soon could have!!

GAMEBOY LINE - RING 0898 - 555571

get on the blower fast!! one gameboy along with wideboy lightboy and a couple of awesome games is the prize here

SOFTWARE STONKER - RING 0898 - 555579

win a huge amount of software, anything you want with £150 worth up for grabs you can get loads

ALL YOU HAVE TO DO IS ANSWER 4 (not 5 like some comps) QUESTIONS AND YOU CAN ENTER EACH ONE SQUILLIONS OF TIMES
all calls last approx. 4 mins. one prize per competition
calls are charged at 34p per min. cheap rate and 45p per min. all **other times**
if you are under 18 please get permission to use the telephone
PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

REVIEW

AMIGA £20.99

BY CORE DESIGN







Another day at work for Private Biff and Sergeant Scooter means another day in the jungle putting bullet holes in enemy soldiers, enemy tanks, enemy trains, enemy buildings, and possibly a few enemy trees and enemy bushes as well, because you can't be too careful. These guys are such good soldiers that, even when they're on their summer holidays, they keep hand grenades safety-pinned to their tee-shirts, just in case.

Today, though, they're hard at it, off to wipe out all of the enemy's ground forces which are hidden throughout the vast vertically scrolling jungle lying before them. Initially armed only with machine guns, the lads (or lad if your fighting in one-player mode) have to yomp up the screen, blasting bits out of anything they come across.

Best not get carried away, though, because friendly prisoners have been tied to stakes and left to die in the heat. If you can rescue them (rather than blow them full of holes) it'll make their day, and they may even award you some bonus points.





MORE RUMBLES IN THE JUNGLE

War Zone is by no means the first commando shoot 'em up to appear on computer. Capcom released the original Commando coin-op, which Elite promptly converted to the computers with some success. Following that SNK's Ikari Warriors was the arcade game which started the two-player ball rolling, and that was given the conversion treatment, again by Elite, in 1989. These successes inspired numerous companies to yomp onto the bandwagon, and in the following months Microdeal released Leatherneck (which was actually a four-player game if you had the appropriate joystick adaptor), and Ocean brought us Rambo (actually a film license) and Victory Road (a very poor conversion of SNK's Ikari sequel). Further Commando-style action is found in Ocean's Guerilla War (another hideous Ikari spin-off) and Steve Bak's pseudo-sequel to Leatherneck, the okay Dogs of War. Most recently, US Gold have put together a two-player conversion of Capcom's three-player commando coin-op, Mercs, which was reviewed last issue and earned 90% on Amiga.



Although War Zone has the two things that usually make for a great shoot 'em up, namely big weapons and loud noises, it is a bit lacking in originality. That moan aside, what I admire about the game are it's excellent graphics (which I think are rather more colourful and attractive than those in Mercs), the great sound and the good variety in weapons. The other good thing about War Zone is that it's certainly no pushover - if you're playing on your own you'll have trouble just beating level one. An extra player makes all the difference, because you end up covering each other's back, which adds a surprising touch of realism to the proceedings. War Zone is pretty similar to Mercs (though not quite as good in the gameplay stakes), but it is a fiver cheaper, so in the VFM stakes, it comes up trumps.

PAUL GLANCEY

UPDATE

ST owners should watch the shelves for their own version of War Zone which should be available as you read this.





▲ A bridge-based assault.





REVIEW

BRINGING ON THE BIG GUNS

Our two War Zone grunts start the game each armed with a weedy machine gun, but, as befits a game of mass destruction, there are five types of meatier armament stored in the weapons cases which are hidden around the landscape. Collect P icons and these can be powered up three times.



ROCKET LAUNCHER
A long range, heavy-duty weapon which explodes on contact with a target. Definitely one to grab before your mate gets to it.

GRENADE LAUNCHER
Powerful (especially when powered-up into a multi-directional weapon), but you have to get the range right, or you'll be lobbing grenades over the enemies' heads!

FLAME THROWER
Short-range, but quite deadly. Power-ups increase the flame thrower's range dramatically.

SMART MISSILES
Once launched, these home in on the nearest enemy then blow him or it to smitheroons! Certain to make any party go with a bang.

THREE-WAY SHOTGUN
Unsurprisingly, this is a shotgun which fires in three directions. Powerful, but has a slow rate of fire, which only increases with multiple power-ups.







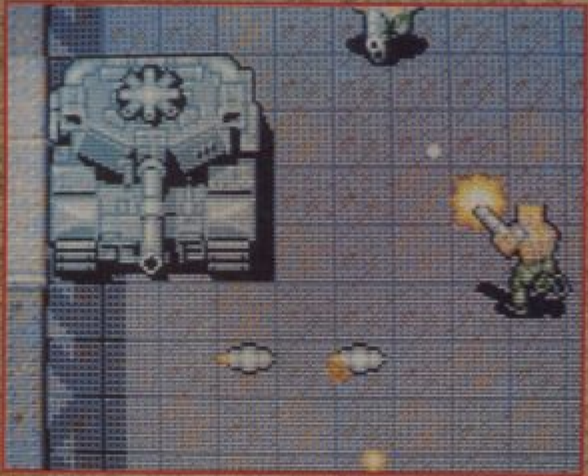
▲ Grenades cause aggro.





◄ The first mid-level boss.

Taking on a tank! ►





I must admit that I thoroughly enjoyed my explosive trip into the War Zone. As per usual for a Core Design game, the graphics are simply superb. The sprites are all well-defined and possess some nice animation, whilst the backdrops for each level are varied and visually interesting. I also like the pseudo-3D effect of the landscapes and how it affects the gameplay. For example, you can't shoot through solid walls, but there's nothing stopping lobbing a grenade over them, thus neatly disposing of the evil nasties loitering behind it! All this napalm-related excitement is accompanied by some excellent sound effects. The rocket launcher in particular has a brilliant noise! The gameplay itself is really tough and getting past each level is incredibly taxing. I had problems getting off level one. Any road up, War Zone is a great Commando-style blast that is good in one-player mode, but even better if you can force a chum into taking part.

RICHARD LEADBETTER

AMIGA

GRAPHICS	88
SOUNDS	83
PLAYABILITY	85
LASTABILITY	85
OVERALL	86

NINTENDO **£34.99**

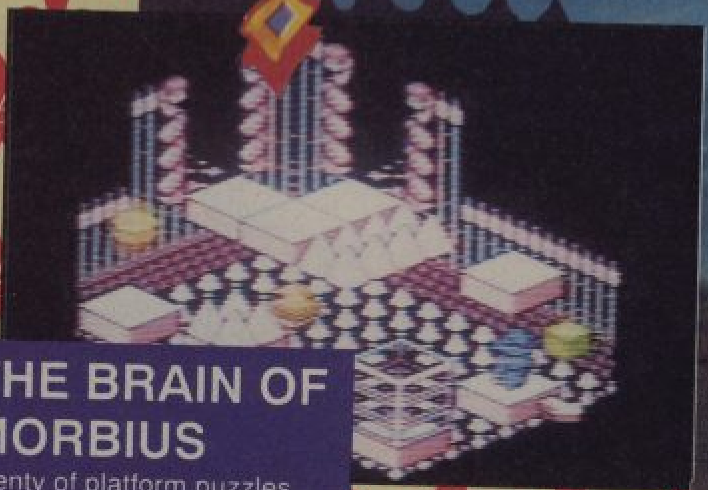
BY TRADE WEST



Some people just don't have any respect for women. Take the evil Morbius, for example. He's obviously a bit annoyed, what with being named after a deformed creature out of Doctor Who, and has sworn vengeance. The first step in his plan for world domination involves kidnapping a hapless girl and then sucking out her soul. Armed with this gentle spirit, Morbius plans to enhance his magical powers and take command of the cosmos (boo! hiss! and various other noises of disapproval).

Shadox the hunky peasant just happened to witness the abduction of the fair Princess Eleanor (courtesy of Morbius), and after suddenly falling in love with her (a bit of a soppy one is our Shadox) decides to stage a rescue attempt. Hurrah!

Shadox's princess-rescuing antics are staged on a flick-screen isometric 3D environment. As well as contending with Shadox's twisted minions, there are many platform puzzles for our hero to traverse. Special magic items also dot the landscape and each plays its part in bringing down the evil Morbius!



▼ *Looks like the floor's got some bad points...*



THE BRAIN OF MORBIUS

Plenty of platform puzzles await Shadox on the path to Morbius. Here's a shot of one of the earlier puzzles. Shadox's aim is to reach those green magic boots on the left. Unfortunately, the path to the boots is blocked by a floor covered with lethal spikes - and Shadox only has one block to do it with! Perhaps if he dropped the block on top of that marauding sprite, he could jump on top until he's safely delivered to that conveyor belt. One more leap and the prized boots are his!

CVG HIT

▼ *More isometric idiosyncrasies!*



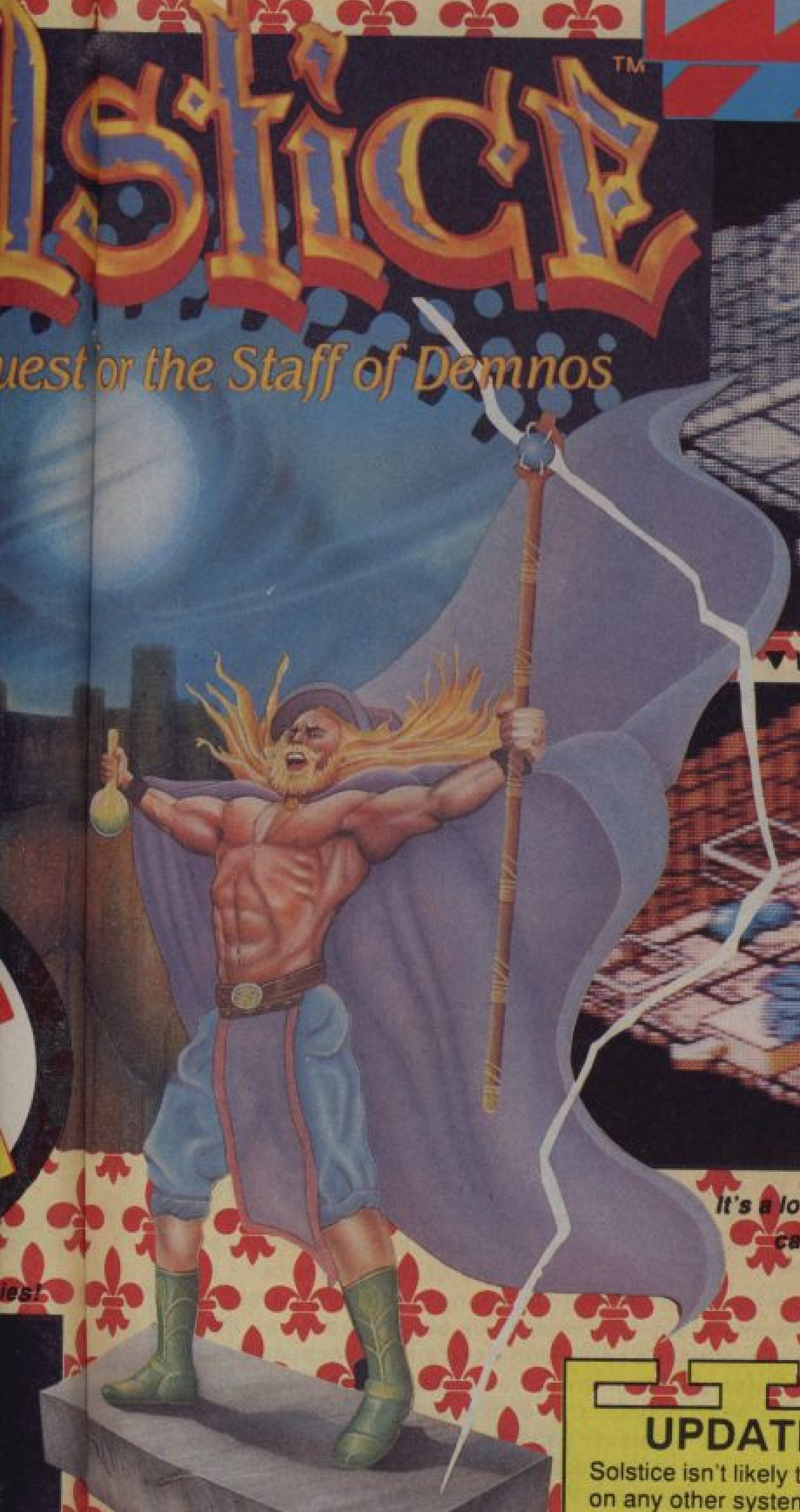


I must admit that I expected a lot from Software Creations' first Nintendo effort - their C64 Bionic Commando game is one of the best games I've ever played! I'm glad to say that Solstice doesn't disappoint one little bit. The graphics are excellent throughout, with some of the best backdrops and sprites ever seen in this type of game. I've got through about 30% of the game, and for each area the graphics just keep on improving! The sound is excellent as well. The renowned Tim Follin comes up trumps yet again with some brilliant atmospheric scores - probably some of the best music yet heard on the NES. The gameplay is excellent, with some brain-bending puzzles and nice power-ups for Shadox's abilities. For the Nintendo, this is a very original and compelling game that'll have you super-glued to your console.

RICHARD LEADBETTER

MAGIC SHOES?

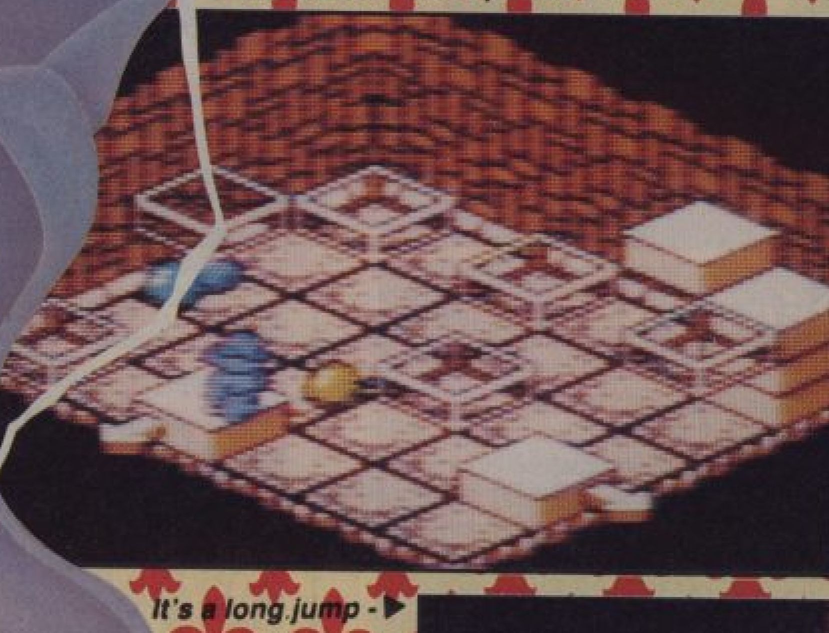
There are a number of items carefully dotted around the 3D landscape. Two distinct types are in evidence. The first type consists of building block-type platforms that Shadox can cart around the screen and use as stepping stones. The more interesting items are magical. These come in the form of magic keys (essential for opening magic doors), credits (endows Shadox with a continue) and special items that power-up Shadox's abilities. The first such items are the magic boots - these increase the height that Shadox can jump.





◀ Monster mayhem abounds!

▼ Watch out - those panels vanish!



MAGICAL MYSTERY POTIONS

As Shadox travels around the darkened landscape, he comes across various potions that produce some very strange effects. Some of them simply protect Shadox from the marauding minions (and make him glow a very strange colour into the bargain) whilst others act as smart bombs that annihilate everything evil on the screen. There are four different types of potion in all, but the significance of each is not fully realised until later into the game...

It's a long jump - ▶ can Shadox make it?



UPDATE

Solstice isn't likely to appear on any other system whatsoever. Oh well.

▼ An environmentally-friendly level!



A POTTED ISOMETRIC HISTORY

The game that started off the whole isometric 3D genre was Ultimate Play The Game's Knight Lore - a visually stunning game that simply amazed the Speccy-owning public back in 1983. Ultimate were quick to realise the popularity of this Filmation (TM) system and followed it up with Alien 8 (a techy version of Knight Lore) and then even got the system to start scrolling with games like Night Shade and Gun Fright. Their last 3D game was Bubbler, which was rather average by Ultimate standards and was hampered by a rather bizarre control method. Anyway, by that time, other companies had jumped on the 3D bandwagon, the most successful being Ocean with their Batman and Head Over Heels games (both written by Jon Ritman and Bernie Drummond). Funnily enough, both of these programming teams are now successful Nintendo coders...



◄ There's no place like gnome (urgh!)...

▼ This'll take some doing...



▼ Feeling blue?



▼ How do you get up there?



SOFTWARE CREATIONS

Solstice is the first Nintendo outing for Software Creations, whose previous credits include Firebird's amazingly close conversion of Bubble Bobble, the similarly groovy Bionic Commando (the C64 version had some of the greatest music ever!) and US Gold's Ghouls and Ghosts (pretty good conversion with excellent music - again). Their latest computer epic is US Gold's Gauntlet 3D - expect a review of that in the very next edition of CVG!



Software Creations have always been a top name in British programming, and it's great to see our brave Tommies producing a game which will impress the rest of the Nintendo-owning world. And impress them it should, because Solstice is one of the best arcade adventures on the Nintendo, sporting really lovely graphics and some of the best music I've ever heard on an NES. The attraction isn't only skin-deep either, because this is a BIG game with an awful lot of secrets to discover. If you've ever played any of the similar games on the Spectrum or whatever you do have an instant advantage because a lot of the puzzles and ideas will be familiar (in fact some of them are VERY familiar, looking like they've been taken straight out of the Ultimate oldie, Knight Lore). This is a great game, and anyone with a bent for puzzle-solving would be a fool not to give Solstice a go.

PAUL GLANCEY



▲ Decisions, decisions...



The fair princess herself! ►

NINTENDO	
GRAPHICS	92
SOUNDS	94
PLAYABILITY	92
LASTABILITY	94
OVERALL	93

WIN — ANSWER 4 SIMPLE COMPUTER GAME QUESTIONS CORRECTLY, AND YOU COULD WIN A REALLY MEAN MACHINE! — WIN

GET DIALLING!!!

WIN A SUPER FAMICOM
0898 662 552

WIN A MEGADRIVE
0898 662 553



WIN A GAMEBOY
0898 662 554

WIN AN AMIGA
0898 662 555

TWO GAMES INCLUDED **FREE** WITH EACH MACHINE WON!

One First Prize in each competition. Winners chosen at random from correct entries received. If you're under 18, make sure you have the permission of whoever pays the phone bill before you dial. Calls charged at 34p per min. cheap rate, 45p per min. all other times. No call is longer than 4 minutes.
ENSMORE LTD. P. O. BOX 1183, BOURNEMOUTH, BH8 9YS

VISA

MAIL ORDER

C.E.S.

Dept (C&VG)
153 Whitehart Lane
Barnes
London
SW13 0PJ

TEL: 081 - 876 5501
FAX: 081 - 876 5501
(9am - 6pmMon-Sat)

CONSOLES CONSOLES CONSOLES

SEGA MEGADRIVE + GAME	£135.00 (+£5 P&P)
MEGADRIVE + D.J. BOY + GHOSTBUSTERS + SHADOW DANCER OR ESWAT	£159.99 (+£6 P&P)
SEGA GAME GEAR + GAME	£125.00 (+£3 P&P)
NINTENDO SUPER FAMICOM (SCART) + 2 GAMES	£300.00 (+£6 P&P)
NINTENDO SUPER FAMICOM (PAL) + 2 GAMES	£320.00 (+£6 P&P)
PC ENGINE HAND HELD + GAME	£240.00
GAMEBOY SYSTEM (DELUXE)	£69.99

CONSOLES CONSOLES CONSOLES

GAMES GAMES GAMES GAMES GAMES GAMES GAMES GAMES

MEGADRIVE

Batman	35.00
Battle Squadron	35.00
Bimini run	36.00
Bonanza Bros	35.00
Flickey	30.00
James Pond	34.00
Sonic the Hedgehog	Call
Wing of War (Gynoug)	36.00
Midnight Resistance	36.00
Valius III	35.00
PGA Tour Golf	39.00
Sworld of Vermillion	45.00
Lakers Vs Celtics	39.00
Zero Wings	36.00

FAMICOM

Ultraman	47.00
Darius Twin	48.00
3D Golf	48.00
Pilot Wing	45.00
Actraizer	45.00
Final Fight	45.00
F Zero	40.00
Mario World	40.00
Professional Baseball	49.00
R-Type	Call
Bombuzal	25.00

GAME GEAR

Shinobi	28.00
Golf	28.00
Headbusters	25.00
Wonderboy III	25.00
Super Monaco GP	25.00
Shanghai	20.00
Mickey Mouse	25.00

ACCESSORIES

Sega Pad	14.99
Arcade Power Stick	34.99
Eng/Jap Convertor	9.99
Game Boy Carry Case	14.99
Game Light	12.99
Light Boy	24.99
Game Boy Magnifer	14.99
Gameboy Amp	14.99

GAME BOY

R-Type	25.99
WWF Superstars	25.99
Burai Fighter	24.99
Battle Bull	22.99
Operation C	24.99
Dragons Lair	22.99
Bubble Bobble	24.99
Solomons Club	24.99
F1 Race	25.99
Final Fantasy Legend	29.99
Spiderman	12.99
Tasmanian Story	12.99
Bubble Ghost	12.99

RING FOR OTHER TITLES

WHOLESALE/EXPORT WELCOME

Please make Cheques/PO's to: C.E.S.
Please add £1 P&P for games, £2 for Accessories

RING FOR OTHER TITLES

CHEAT MODE

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats whilst I get the lovely job of opening all your letters and absorbing all your words of wisdom. Mind you, I'd have had far less mail to sort through if you hadn't sent in all those Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-dealing talents elsewhere. A hundred smackers in cold cash goes to Simon Sleight of Spalding for his topping SWIV guide. No-one sent in any decent maps, so the maps prize remains unclaimed. If you've got any maps or (new) tips then send 'em in to me at CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ALL FORMATS

CORPORATION

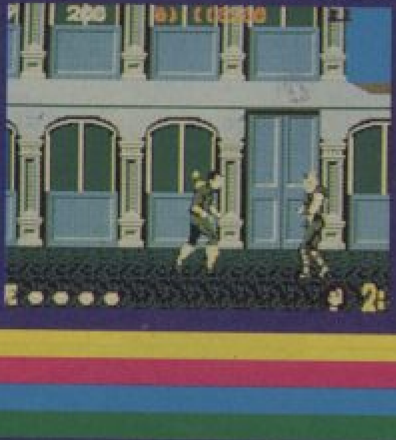
Alex Crook from Saffron Walden in Essex (which is just a few miles from where I live, funnily enough), sent in this ten point plan for conquering this Core Design game.

1. Go slowly around corners, to avoid triggering alarms.
2. Shoot cameras at a distance.
3. Don't wait until the last moment to recharge your power packs. Something might attack you.
4. Use the jetpack, visor, and backpack sparingly. They use power fast.
5. Most elevators and doors use key pads, so get the lockpick at the beginning of the game.
6. Shoot spiders off the ceiling and make sure they are dead, or they'll attack!
7. Don't use a grenade in an enclosed area. It's a bit of a stupid thing to do, isn't it?
8. Only use a bomb when you're thrown in prison.
9. Examine holograms carefully.
10. Always run away from the green dude (Alex's description, not mine), or else keep firing and pray!

SPECTRUM

SHINOBI

Rodney Wilson from Luton saw fit to send in this little cheat. Just redefine the keys as **GRUTS** and a message should come up saying "HELLO CHEEKY". Redefine the keys as you want them and you'll have infinite lives - "just like that," added Rodney for good measure in his letter.



ROLLING THUNDER



A pretty poo-ey game as far I'm concerned, but if for some strange reason, you want to cheat on it, then type in **JIMBO** on the main menu. In the game use I and O to go up and down through the levels. Simon Froggatt sent in that tip, and he hails from merry Todwick in Sheffield.

C64

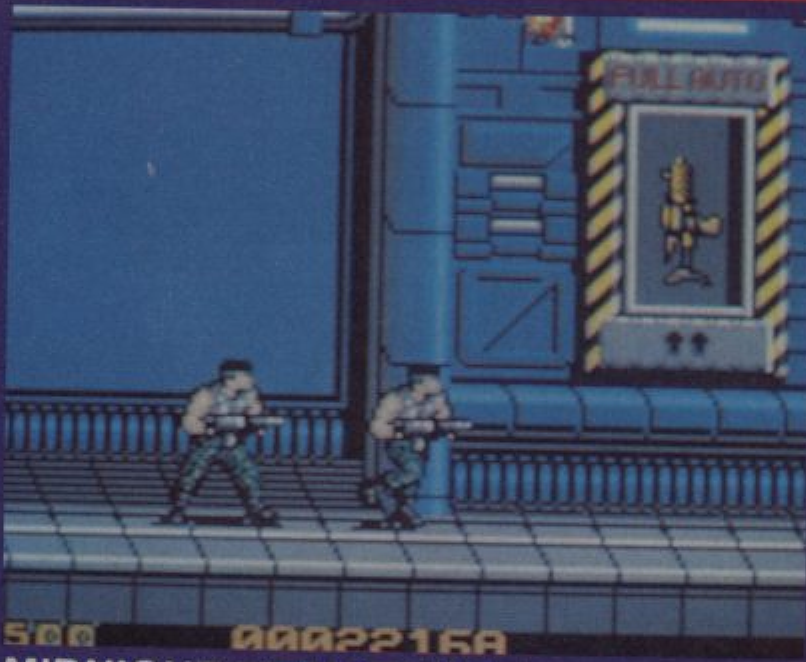
STRIDER

If playing through this tepid conversion is a bit too much of an effort, try this little tip from Rob Arnold of Nuneaton. On the title screen press **RUN STOP, RETURN,** and **DELETE**. The border will now turn grey. Press fire to start the game and hit **F7** and move your stick up and right. You'll now be teleported to level three.

GHOULS AND GHOSTS

On the highscore table, type in **WIGAN RLFC**, and when you lose your armour you can press A to get it back. But that's not all. Pressing S enables you to skip a whole level. Not bad, eh? Thanks to Finton Parkinson from Bromley in Kent.

AMSTRAD



MIDNIGHT RESISTANCE
According to Steven Dale from Aberdeen, holding down **R, G,** and **N** on the title screen causes the message CHEAT ON to appear. Start the game and you're graced with infinite lives!

HONG KONG PHOOEY
Who sent in this tip to start the game with infinite energy? Is it Sarge? Is it Rosemary, the telephone operator? Is it Steven Dale, mild-mannered tipster from Aberdeen? Could be! Any way, enough of this reminiscence. Apparently, according to Steve, if you hold down **T, H, U,** and **I**, on the options table, infinite energy is yours!

XENON
Not a bad little budget blast 'em up, currently enjoying a revival via the Mastertronic budget label. So, if want to cheat on it, listen up. First of all, pause the game. Now hold down **T I N Y** and a message will appear, telling that your craft is indeed invulnerable. This tip appears courtesy of Steven Dale (again).

ENDURO RACER
A nice little road racer, and thanks to Steve Dale (again) you can now be invulnerable to all roadside obstacles, meaning you can go flat out for the whole race! First of all, reduce your speed to 0 MPH (which shouldn't be too hard) and hold down 0, 1, 4, 5, and the left arrow key.

ATARI ST

ROBOCOP 2
Trevor Clarke from Edgbaston in Birmingham reckons that you should press F3 to access the highscore table on this game. Then type in **BAMBOOZULEM** followed by **HELP** to obtain infinite energy.



MIDNIGHT RESISTANCE
Trevor Clarke reckons that you should type **SAMANTHA LYON** on the title screen of this flick screen blast in order to gain infinite lives. Why not try it out? But what Trev didn't mention, is that by pressing each function key you can select which weaponry you'd like your commando to possess. Jonathon Rivers added that vital piece of information.

NARC
Warren Lee from Sevenoaks in Kent sent in this tip for the ST version of NARC. Simply go up to the dustbins (any set should do) and crouch down behind them. Continuously fire at them for a minute or two and then walk into them for infinite lives.

AMIGA



HORROR ZOMBIES FROM THE CRYPT
As Rud B Sorensen from Denmark says, "Here are the codes for the crap game called Horror Zombies From The Crypt." Well, I didn't think it was that bad, but here's the codes any way.

- LEVEL 2: WOLFMAN
- LEVEL 3: HAMMER
- LEVEL 4: LUGOSI
- LEVEL 5: NOSFERATU
- LEVEL 6: GARLIC

TEENAGE MUTANT HERO TURTLES
Apparently, the cheat for this monotonous game is exactly the same as the ST one. So, for the benefit of those who missed it the first time, here it is again. Just type **8859** when you're asked for the code (from the sheet). Follow this up with **1506** at the next prompt. Finally, enter the correct code. When you start the game, pressing the **HELP** key will obtain infinite energy for the turtle of your choice. Chethan Jayadev sent that in.

SUPERCARS 2
Ajad Miah from Scunthorpe decided to send in the cheat for this newly released (reviewed last ish) Gremlin mega hit. Simply change player one's name to **Wonderland** and change player two's to **The Seer**. Enter these codes exactly as you see them here. Now start the game in either one or two player mode and you should win all the races without even trying!

TOYOTA RALLY
I really enjoyed playing this Gremlin car game when I reviewed it at Christmas, but I could have done with this cheat, as supplied by Ross Coleman from Higham Ferrers in Northants. By holding down SHIFT and C at the same time, you can skip levels and keep the timer locked at 0:00:0!

ESWAT
Here's a tip that loads of people sent in (I haven't got space to fit in all the names and I'm a bit too lazy any way). In order to get infinite lives on this cop caper, type in **JUSTIFIED ANCIENTS OF MU MU** (which, incidentally, is what the KLF used to be called before they **changed their name to the KLF) during the game. Now you should have on plenty of lives to squander.**



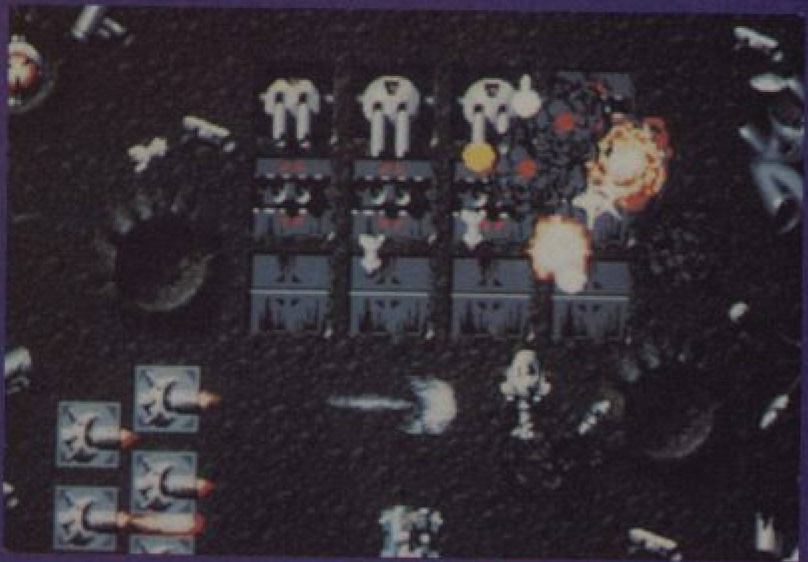
Simon Sleight from Spalding sent in this cosmic SWIV player's guide, full of juicy hints 'n' tips for this brilliant multi-format shoot 'em up. So without further ado, let's get on with it, eh?

SWIV P

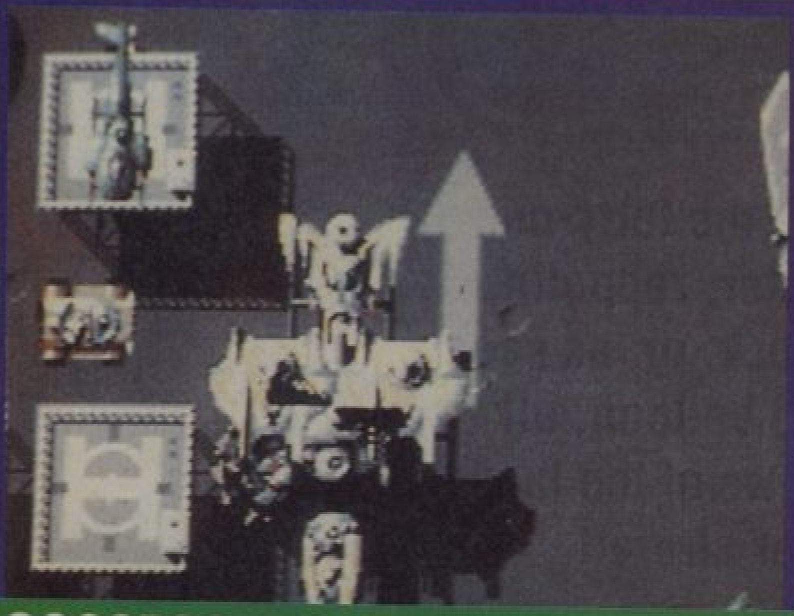
CHOOSING VEHICLES

If you want to complete SWIV, there are two main games types:

- In one-player mode, choose the heli, as it's easier to destroy the bosses and dodge bullets.
- In two-player mode, one player should get reasonably far on a credit, but when he/she bites the dust, the other player should take over with the other vehicle whilst the first player sits out. Get the idea?



CUNNING TACTICS

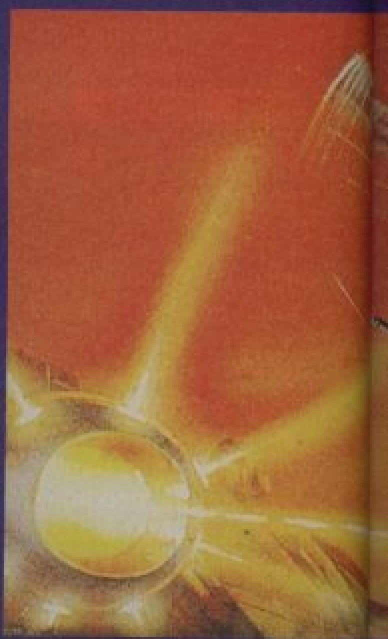


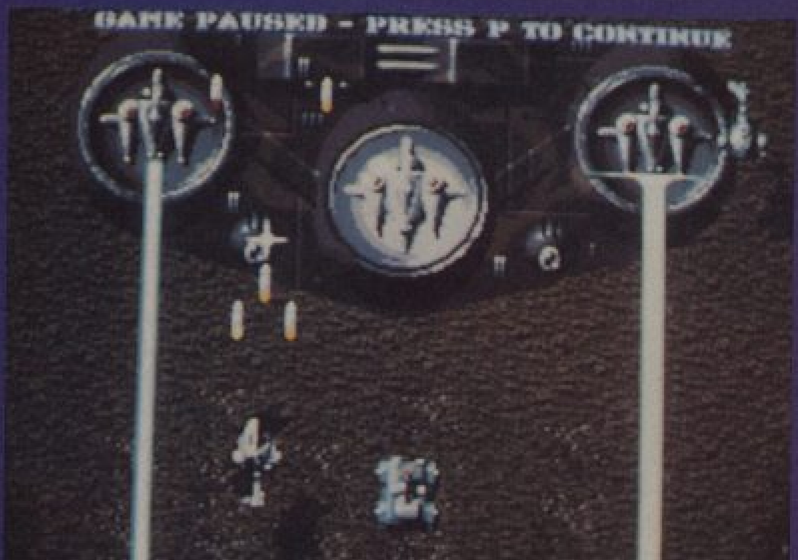
GOOSECOPTERS

This helicopter's easy to destroy if you shoot at its metallic centrepiece whilst its forming. Or, if you're endowed with a shield, fly straight at its heart, firing for all your worth.



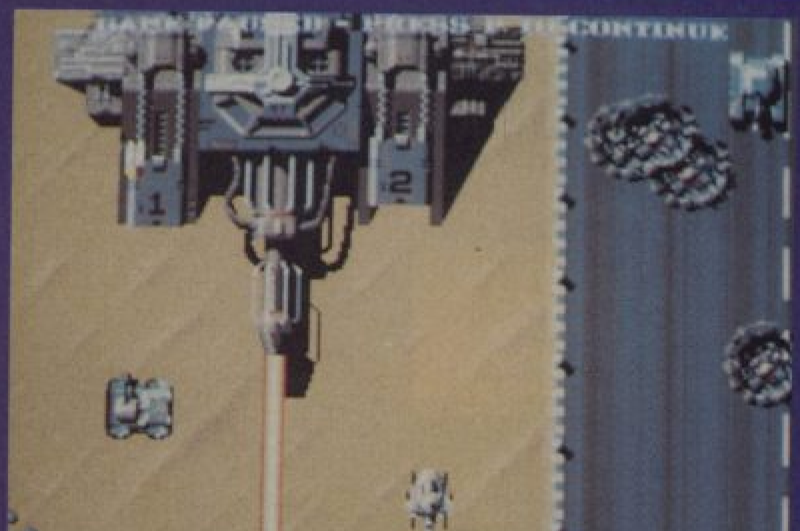






FIRST INSTALLATION

With the Star Weapon, this momma's easy. Just sit down to one side keep blasting!



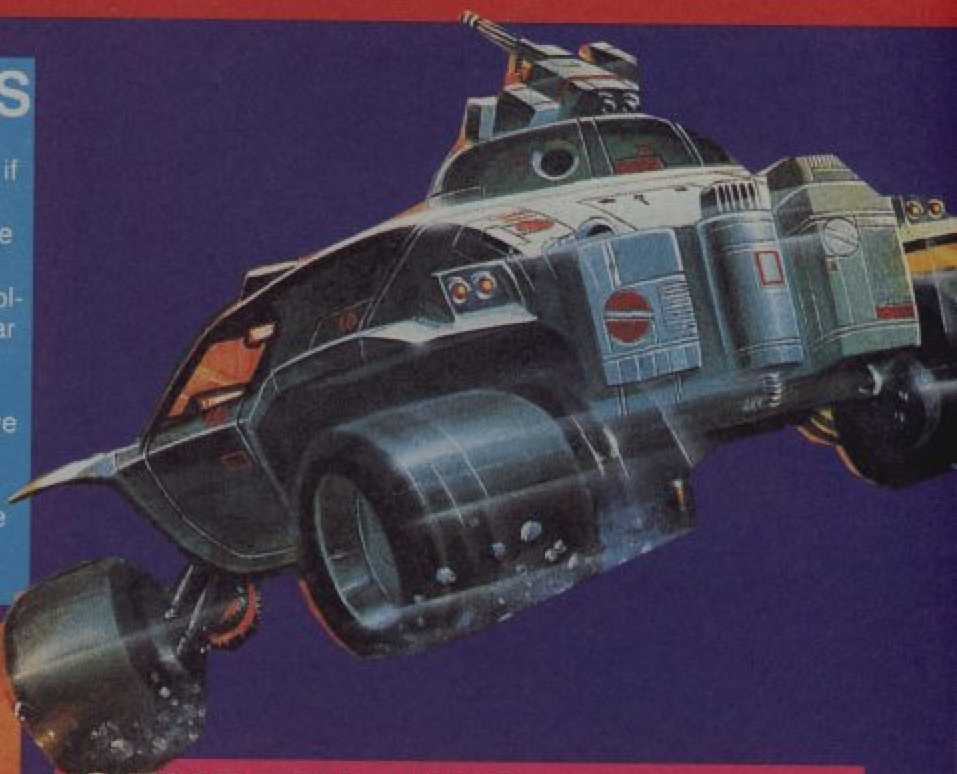
SECOND INSTALLATION

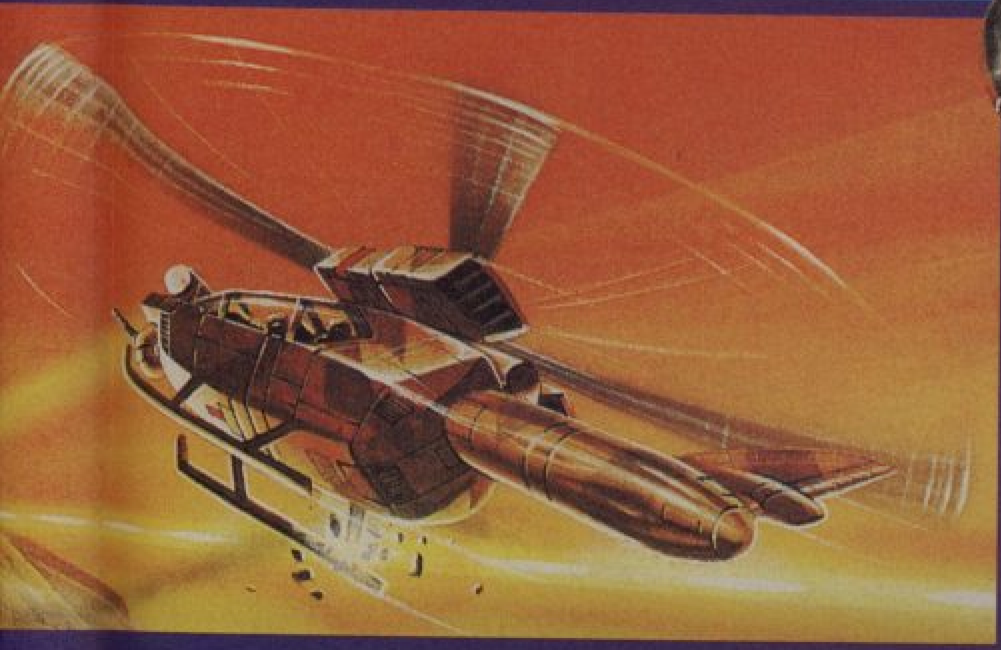
With the extra spread weapons, take out the two guns first then concentrate on the middle laser dome, before mopping up the two outside laser domes. Be very wary of the helicopters.

PLAYER'S GUIDE

COLLECTING POWER-UPS

When you destroy the first Goosecopter, collect three (or two if you were slow) extra spread tokens, and perhaps a shield.
At the second Goosecopter, collect extra spread and rapid-fire tokens and perhaps a shield.
Blast the third Goosecopter into smithereens but instead of collecting the icons, keep shooting them. This should make a star token appear, which endows your SWIV fighter with a super-brill star weapon, which fires in eight directions! Beware though, this baby only appears once and vanishes after you've been hit five times.
After that, revert to the tactics used to dispose of the first two Goosecopters. Another thing to remember is that shooting the shield turns it into a smart bomb which annihilates everything on-screen! Yay!





GENERAL TIPS

- Try to memorise the baddies' appearing points and the whereabouts of the shield icons. It'll come in handy.
- Be very wary of bullets, but don't always take evasive action as the baddies are mostly crummy shots.
- When you die, put your four second shield to good use.
- Blast the tokens repeatedly to claim the Star Weapon.
- In two-player mode, take it in turns to collect all the power-ups.
- It's best to blast silkworm homing missiles rather than trying to avoid them.
- Never fly/jump directly over pyramids and volcanoes.
- Keep firing!



THIRD INSTALLATION

Just before this baddie appears, there's a Goosecopter. Collect one shield from its remains and keep blasting the other token. Then sit in the middle of the moving gun. When that shield runs out, collect the other shield and repeat the process. If you die still sit in the middle and keep blasting as you have a four second timed shield.



FOURTH INSTALLATION

This nasty spills silkworms at an alarming rate, but don't worry about blasting these. Just aim for the main body to make your shots count. Eventually, you'll destroy it.

NINTENDO



SNAKE, RATTLE AND ROLL

What should I find on my desk, but this set of hints and tips for Rare's brilliant game. So, thanks are in order for Dale Thomas of Swindon. Here goes...

At the start of level one, jump onto the small island in the water and press your B button. This opens a secret manhole that takes you to level three! Also on level one, there is a new life on a very high platform. You can't get to it unless you jump into the water near the platforms. When the shark comes, let it bite you. As you fly into the air, keep your finger on the up direction of your pad. You should reach the platform. Use this tip on other levels too for other secret bonuses.

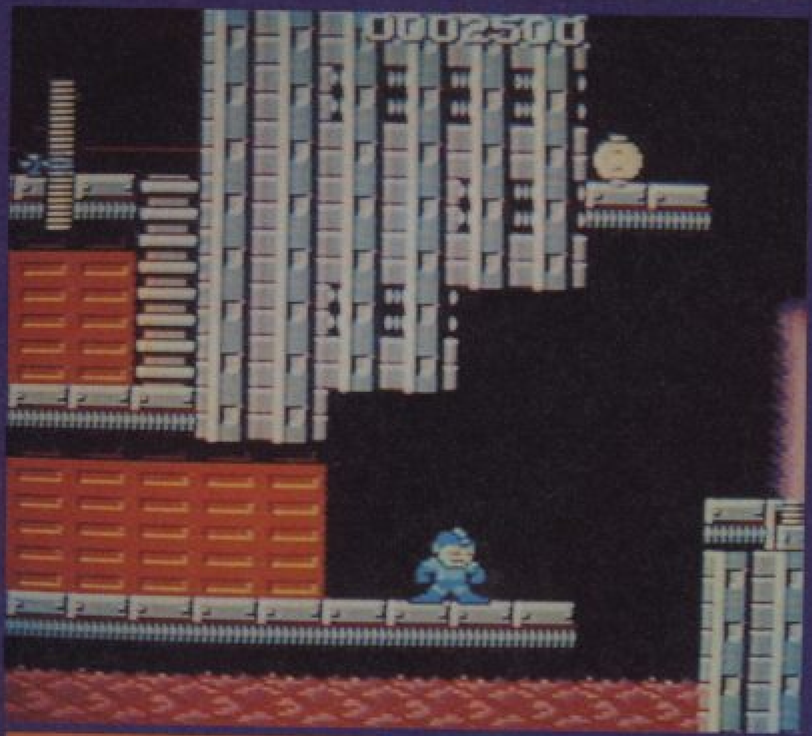
On level three (past the three blades), grab the key from under the manhole cover (you'll need to carry the key all the time). Get onto the platforms near the loudspeakers that spit nibbly pibblies and jump onto the manhole cover and jump to the right onto the manhole cover. Jump right again onto the higher platform. Jump to the left onto the large platform and above you is a manhole which is a warp to level five! According to Dale, actually pulling this off is pretty difficult. So there.

Here's a quick way to complete level four quickly. As you get near the bell, anvils will fall from the sky. Avoid them and when the green one appears, make it land on the scale. It will ring the bell and open the door for you. Hurrah!

MEGAMAN 2

Loads of people sent in their list of codes and weapons, but only William and Richard Sharpe from Surrey sent in the correct set of weaponry with which to deal with the end-of-level guardians beyond level 9-1. So, here we go.

- DRAGON - QUICK BOOMERANG
- CRAZY CANNON - METAL BLADES
- GUTS DOZER - BUBBLE LEAD
- MONSTERS ON WALL - CRASH BOMBER
- DR WILY'S MACHINE - METAL BLADES
- DR WILY - BUBBLE LEAD



RAINBOW ISLANDS

Another cheat courtesy of George Nagata. Follow this code, and you should be able to start the game with the shoe, red potion and yellow potion. Hurrah! Still, here the code. Enter it on the title screen.

UP, B, DOWN, LEFT, C, A, A, B, C.



MEGADRIVE

GYNOUG

A brill blast, though a little on the tough side. Now, thanks to George Nagata's Japanese translating skills, the game can be made a little easier. On the option screen, move to where it says "DIFFICULTY LEVEL". Press A, B, and C together with START. The difficulty level should now read "EASY", and so it is!

SUPER MONACO GP

Here's a couple of cosmic codes courtesy of Steve Baggalaley from Stoke-on-Trent, who decided to daub his letter with fluorescent pen for some unknown reason. Oh well, here's the codes, which incidentally, give you a pretty hot motor and loads of driving points! Yowzers!

4000 0000 0000 0000
0010 GGD5 3627 B14C
FA89 E000 0000 000I
0000 0000 G300 2F17

And the second code:

05Q8 O0F6 5010 P000
0010 H105 362D B47C
FA89 EG20 0100 00GI
0000 0000 B200 0AE9



GAIN GROUND

A completely revolting Megadrive release, but here's the cheat if you want to get another minute's worth of enjoyment out of the game. On the option screen, press the buttons in this order **A C B C**. You should now be able to select which stage you which to start on. Not bad, eh?

SEGA

WONDERBOY
Since this has recently appeared on the Game Gear, I thought I'd print these tips for this okay-ish coin-op conversion. Oh by the way, these tips are from Sega of America themselves, so if they don't work, I'm a Dutchman (which I am, sort of).
Any way, to choose the round you wish to start on follow these instructions. When the screen shows the round and area number press button one twice, and button two twice. Now hold both buttons down and use the direction pad to choose a level!
Also, during the game little Sega signs appear. Collect them all to make all the fruit you collect worth 500 points. There's also a tenth round secreted in the game. You need to collect 36 dolls. You get these throughout the game (but some of them are hidden, so be careful). Get all 36, and the game automatically moves on to the tenth level!



SUPER FAMICOM

PILOT WINGS
Here's the complete list of codes for this superb Famicom (which has become more of a pastime for Mr Glancey of late) courtesy of Matthew Smith of Stoke-on-Trent.
LEVEL ONE: 985206
LEVEL TWO: 394391
LEVEL THREE: 520771
LEVEL FOUR: 108048
LEVEL FIVE: 4000718
LEVEL SIX: 773224
LEVEL SEVEN: 165411
LEVEL EIGHT: 882943



PC

SUPER STAR SOLDIER
Nicky Lee sent in a cheat for this decent shoot 'em up. First of all, skip the intro and enter the title page. Register these movements on your joypad:

LEFT, II, UP, II, RIGHT, II, DOWN, II, LEFT, II, UP, I, RIGHT, I, DOWN, I

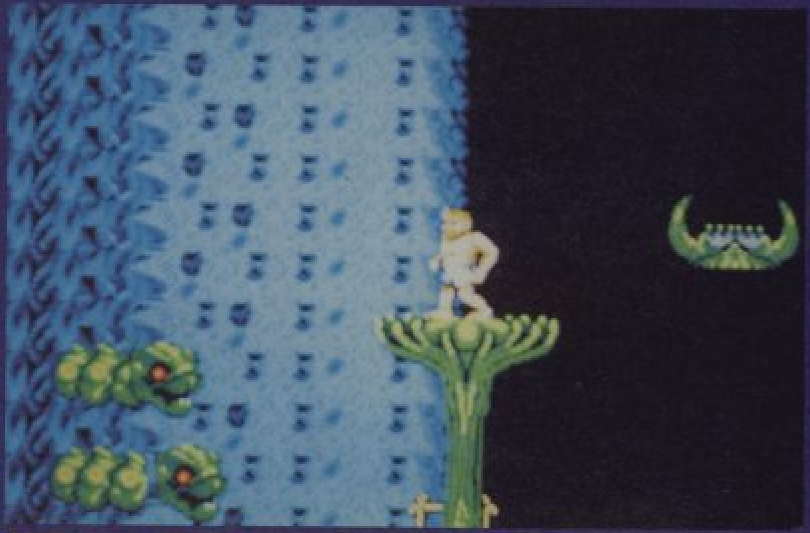
Now press buttons I and II simultaneously eight times. Now press **RUN** and **SELECT** eight times. The results should speak for themselves...

PARANOIA
Another Nicky Lee tip here. On the title page, just hold **UP, I, II and RUN** down together. Now just press **SELECT**.

F1 CIRCUS
Not exactly a cheat, but if you have the urge to listen to all 47 tunes in the game, press down button 2 and move down on the joypad simultaneously. Press run and you're away! Nicky Lee strikes back with this one.

DEVIL CRASH
This was one of first games I ever played when I joined C+VG, and it's pretty damn hot in my opinion. So, if for some reason you fancy cheating try entering some of these codes on the password entry screen.
AAAAAAHAAA gives you unlimited balls.
DAVIDWHITE enables you to see the ending of the game.
AAAAAAAHAA starts the game with six balls.
AAAAAAAAHA starts the game with eleven balls.
Thanks to Harry Brenton for these tips.

GHOULS AND GHOSTS
If you're a lucky blighter that owns a PC Engine Super Grafx, here's a tip for you. On the title screen, just hold down button 1 and move right on the pad simultaneously to enter the option mode.

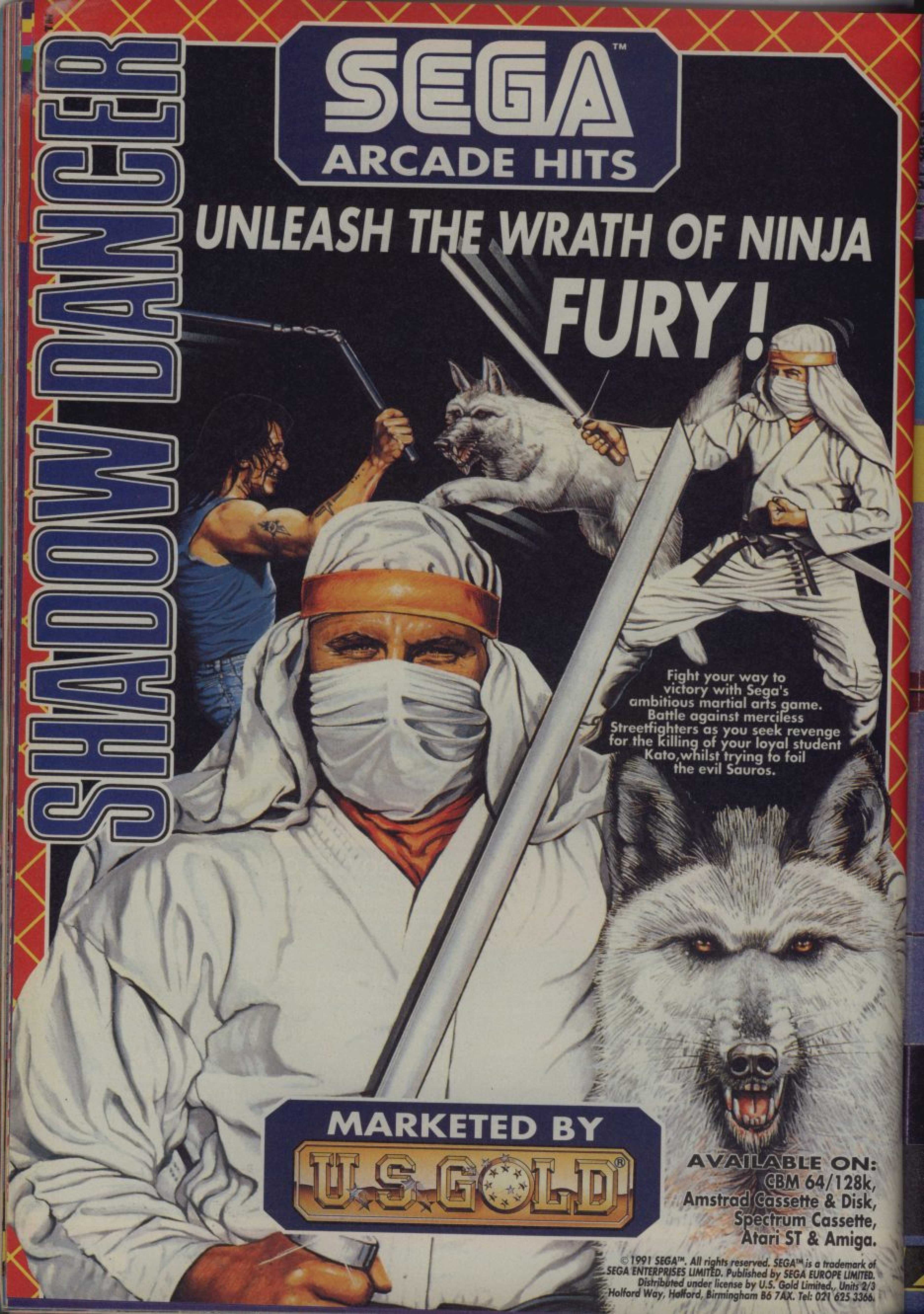


GAME BOY

GARGOYLES QUEST
Matthew Dougty from Barnet sent in this code for this okay-ish game. Simply enter **NPAN-RRXY** as the code to start the game with loads of items, decent attributes and four lives! Not bad, eh?

BURAI FIGHTER DELUXE
S J Faulkner from Gloucester sent in all of these codes, so you gamesters who are a bit crap at shoot 'em ups need feel ashamed no longer. Still, here we go.

EAGLE LEVEL
LEVEL 2: HGKM
LEVEL 3: CPFG
LEVEL 4: JJCM
LEVEL 5: DKLF
ALBATROSS LEVEL
LEVEL 2: HGNC
LEVEL 3: BMHB
LEVEL 4: DGBF
LEVEL 5: JGJH
ACE LEVEL
LEVEL 2: GBHC
LEVEL 3: MHCB
LEVEL 4: CDMN
LEVEL 5: KDPG
ULTIMATE LEVEL
LEVEL 1: GDCP
LEVEL 2: LMCJ
LEVEL 3: CCHL
LEVEL 4: HFKP
LEVEL 5: BNGH



SHADOW DANCER™
SEGA™
ARCADE HITS
UNLEASH THE WRATH OF NINJA
FURY!
Fight your way to victory with Sega's ambitious martial arts game. Battle against merciless Streetfighters as you seek revenge for the killing of your loyal student Kato, whilst trying to foil the evil Sauros.
MARKETED BY
U.S. GOLD®
AVAILABLE ON:
CBM 64/128k,
Amstrad Cassette & Disk,
Spectrum Cassette,
Atari ST & Amiga.
©1991 SEGA™. All rights reserved. SEGA™ is a trademark of SEGA ENTERPRISES LIMITED. Published by SEGA EUROPE LIMITED. Distributed under license by U.S. Gold Limited., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

TOP 20

GALLUP ALL FORMATS CHART

THIS	LAST	GAME	BY	ON
1	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	2	MAGIC LAND DIZZY	CODE MASTERS	C64
3	-	DRAGON NINJA	HIT SQUAD	C64
4	-	SLIGHTLY MAGIC	CODE MASTERS	SPECTRUM
5	-	DRAGON NINJA	HIT SQUAD	SPECTRUM
6	3	MAGIC LAND DIZZY	CODE MASTERS	AMSTRAD
7	-	ARMOUR-GEDDON	PSYGNOSIS	AMIGA
8	5	PAPERBOY	ENCORE	C64
9	4	DOUBLE DRAGON	MASTERTRONIC	C64
10	-	DRAGON NINJA	HIT SQUAD	AMSTRAD
11	-	EURO BOSS	E&J	SPECTRUM
12	6	DOUBLE DRAGON	MASTERTRONIC	SPECTRUM
13	-	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
14	-	SCOOBY AND SCRAPPY DOO	HI-TEC	SPECTRUM
15	14	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
16	8	KWIK SNAX	CODE MASTERS	SPECTRUM
17	-	SCOOBY AND SCRAPPY DOO	HI-TEC	C64
18	-	GODS	RENEGADE	AMIGA
19	-	MULTIMIX 1 GOLF	KIXX	C64
20	-	LEMMINGS	PSYGNOSIS	ST

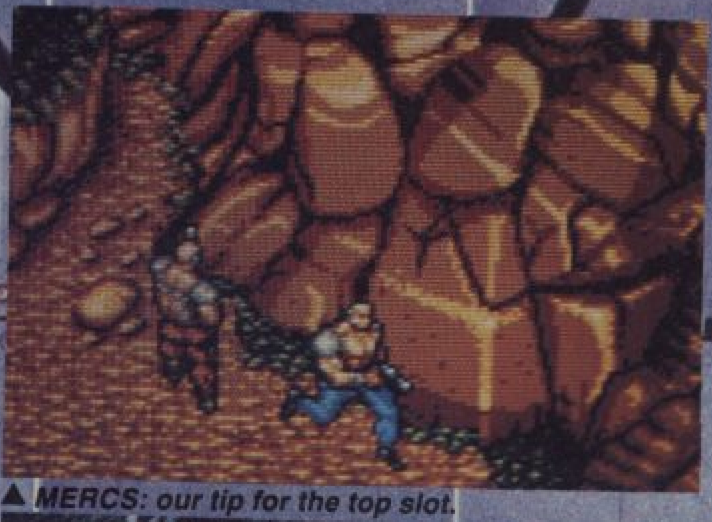
AMIGA

1	-	Armour-Geddon	Psygnosis
2	-	Gods	Renegade
3	6	Fantasy World Dizzy	Code Masters
4	-	PGA Tour Golf	Electronic Arts
5	-	Chuck Rock	Core Design
6	-	Miami Chase	Code Masters
7	3	Little Puff	Code Masters
8	-	Defender of the Crown	Mirror Image
9	-	Killing Cloud	Mirrorsoft
10	-	Super Cars 2	Gremlin
11	-	Rocket Ranger	Mirror Image
12	-	Brat	Mirrorsoft
13	-	Megatraveller	Empire
14	4	Speedball 2	Mirrorsoft
15	5	Lemmings	Psygnosis
16	-	Sherman M4	DI
17	-	Ninja Rabbits	Micro Value
18	-	European Super League	CDS
19	8	Treasure Island Dizzy	Code Masters
20	1	SWIV	Storm

Plenty of new entries make up the Amiga chart this month, with Mirror Image's excellent budget gear making a deserved appearance. Psygnosis' Armour-Geddon hits the top, following up the success of Lemmings.

CVG TIP FOR THE TOP

Hmmmm. What with SWIV plummeting from last month's top slot to this month's number twenty, next month's number one could be anything! Maybe Switchblade 2 will make an impact, and it's still early days for Super Cars 2. Keep an eye out for US Gold's MERCS too...



▲ *MERCS: our tip for the top slot.*



▲ *SWIV drops to the bottom of the chart!*

MEGADRIVE

1	1	Midnight Resistance	DECO
2	5	PGA Tour Golf	Electronic Arts
3	2	Gynoug	Masiya
4	-	Lakers vs Celtics	Electronic Arts
5	-	Verytex	Sega
6	-	Aeroblasters	Sega
7	-	Bonanza Brothers	Sega
8	9	Mickey Mouse	Sega
9	-	Kageki	Sega
10	-	Wardner	Sega

Midnight Resistance clings on to the top of the Megadrive chart this month, with the stalwart Gynoug and PGA Tour Golf giving them a good run for their money. Watch out for Wardner and Bonanza Brothers though, they could find their way to the top... Thanks to Console Concepts of Stoke (0782 712759) for the chart.

SEGA MASTER SYSTEM

1	-	MickeyMouse	Sega
2	1	GoldenAxe	Sega
3	3	Ninja	Sega
4	-	IndianaJones	US Gold
5	2	Wonderboy 3	Sega
6	-	WorldSoccer	Sega
7	9	Golfamania	Sega
8	6	WorldCupItalia'90	Sega
9	-	Paperboy	US Gold
10	-	ImpossibleMission	US Gold

US Gold's exceptional Sega gear finally ends up on the shelves and in the charts, but what's Impossible Mission doing at number ten? At least Mickey Mouse deserves to hold the coveted number one position, knocking down the [illegible] Golden Axe.

NINTENDO

1	-	Gremlins 2	Sunsoft
2	8	Super Mario 2	Nintendo
3	1	MegaMan 2	Nintendo
4	-	Black Manta	Nintendo
5	3	World Wrestling	Tecmo
6	7	Snake, Rattle and Roll	Trade West
7	-	Nintendo World Cup	Nintendo
8	9	Faxanadu	Nintendo
9	2	Duck Tales	Nintendo
10	5	Super Off-Road	Trade West

It's all change on the Nintendo chart this month. Gremlins 2 roars in to take the coveted number one position, ousting the brill MegaMan 2 to number three. Duck Tales plummets in favour of the so-so Black Manta, but there we go.

COMMODORE 64

1	1	Magic Land Dizzy	Code Masters
2	-	Dragon Ninja	Hit Squad
3	3	Paperboy	Encore
4	2	Double Dragon	Mastertronic
5	4	CJ's Elephant Antics	Code Masters
6	-	Scooby and Scrappy Doo	Hi-Tec
7	-	Multimixx 1 Golf	Kixx
8	9	Out Run	Kixx
9	-	Quattro Racers	Code Masters
10	-	Kick Off	Anco
11	-	Euro Boss	E&J
12	-	Spitting Image	Hit Squad
13	7	Afterburner	Hit Squad
14	6	Quattro Adventure	Code Masters
15	-	Licence to Kill	Hit Squad
16	-	Fantasy World Dizzy	Code Masters
17	-	Big Foot	Code Masters
18	-	D T's Olympic Challenge	Hit Squad
19	13	Cavemania	Atlantis
20	15	Kwik Snax	Code Masters

The full-price title, once an endangered species, is now officially extinct, according to the chart gurus at Gallup. Budget gear rules the roost, and hardly any of it is any good! Oh well...

CVG TIP FOR THE TOP

Budget gear will rule the roost for certain, and we reckon that Magic Land Dizzy will probably be there again next month. Whether there'll be any full-price goods is anyone's guess.



PC ENGINE

1	1	Parasol Stars	Taito
2	-	Legend of Hero Tonma	Irem
3	3	Jackie Chan	Hudson
4	2	Dead Moon	NEC
5	8	Final Match Tennis	Human
6	-	Adventure Island	NEC
7	-	Championship Wrestling	NEC
8	-	Motoroader 2	Masiya
9	7	Aldynes	Hudson
10	-	Hellfire (CD-ROM)	Toaplan

The PC Engine chart looks pretty tedious this month, we're afraid. Taito's Parasol Stars holds on to the top slot again with Jackie Chan, Hellfire and Final Match Tennis looking good in the quality stakes. Thanks, as ever, to Console Concepts of Stoke (0782 712759) for the chart.



▲ *Double Dragon's still propping up the CPC chart!*

AMSTRAD

1	1	Magic Land Dizzy	Code Masters
2	-	Dragon Ninja	Hit Squad
3	2	Double Dragon	Mastertronic
4	4	Cavemania	Atlantis
5	-	Scooby and Scrappy Doo	Hi-Tec
6	-	Quattro Racer	Code Masters
7	-	Kick Off	Anco
8	-	Multimixx 1 Golf	Kixx
9	-	Spitting Image	Hit Squad
10	-	Quattro Firepower	Code Masters
11	-	Gary Lineker's Hot Shots	Kixx
12	7	Continental Circus	Mastertronic
13	14	Operation Wolf	Hit Squad
14	5	Afterburner	Hit Squad
15	-	Arkanoid: Revenge of Doh	Hit Squad
16	9	Quattro Adventure	Code Masters
17	10	Dizzy Collection	Code Masters
18	6	Teenage Mutant Hero Turtles	Imageworks
19	-	Cricket Master	E&J
20	-	Forgotten Worlds	Kixx

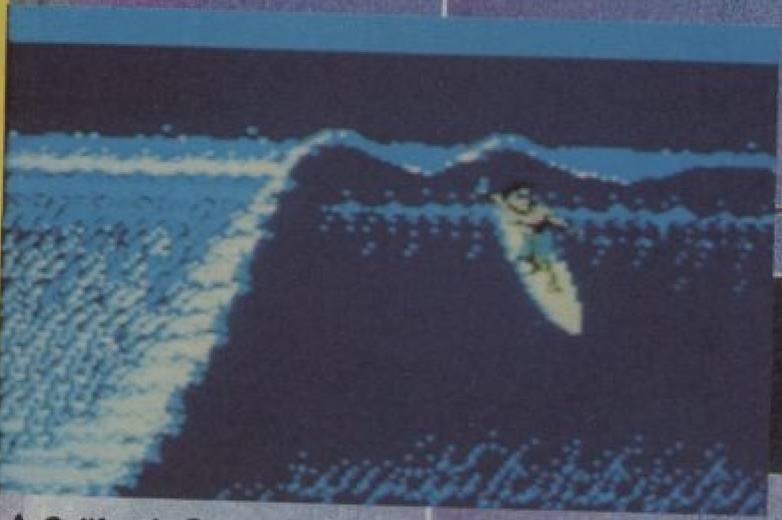
One full price title remains in the Amstrad chart this month: the stalwart Teenage Mutant Hero Turtles. Other than that, it's a mixture of fair and foul budget gear composing the chart this month.

CVG TIP FOR THE TOP

Any one of a million budget games could seize the top slot by next month, though we reckon that Magic Land Dizzy has a bit more life in it yet.



▲ *Jackie Chan is static at number three.*



▲ California Games is doing well on re-release.



These cute, but suicidal Lemmings shoot to number one!

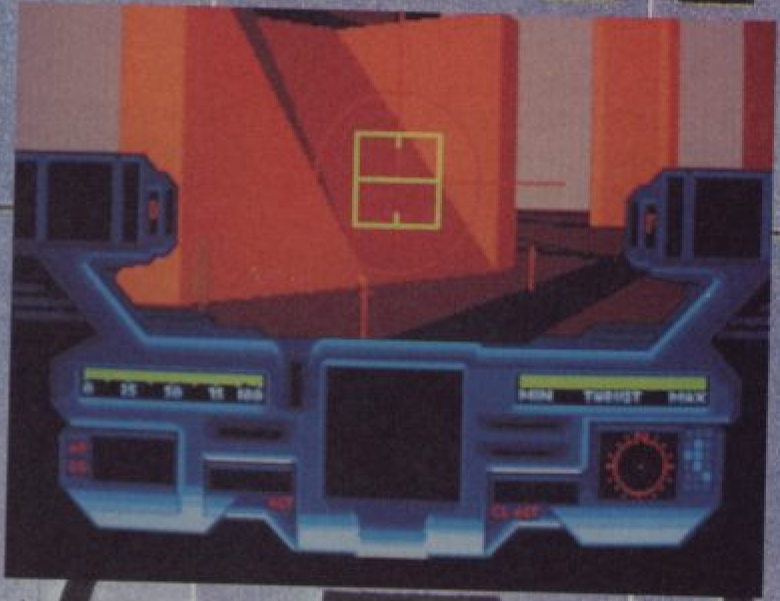
ATARI ST

1	-	Lemmings	Psygnosis
2	12	Steve Davis World Snooker	CDS
3	-	California Games	Kixx
4	6	Fantasy World Dizzy	Code Masters
5	1	Final Whistle	Anco
6	-	Killing Cloud	Imageworks
7	-	Operation Wolf	Hit Squad
8	-	Kick Off + Extra Time	Anco
9	-	Ninja Rabbits	Micro Value
10	-	Sherman M4	D I
11	3	Little Puff	Code Masters
12	-	Super Cars 2	Gremlin
13	-	Speedball	Mirror Image
14	-	Chuck Rock	Core Design
15	-	Teenáge Mutant Hero Turtles	Imageworks
16	-	Mega Traveller	Empire
17	5	Speedball 2	Imageworks
18	-	Defender of the Crown	Mirror Image
19	-	Continental Circus	Mastertronic
20	-	Gary Lineker's Hot Shots	Kixx

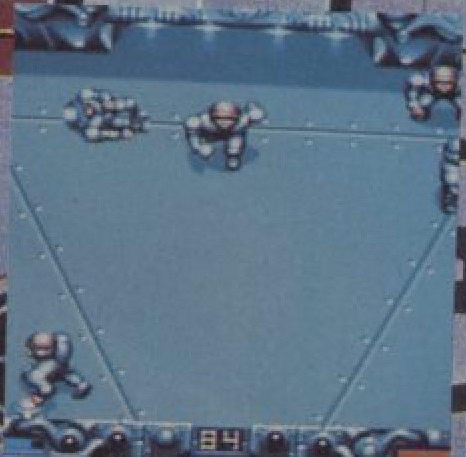
A smattering of full-price games hits the ST chart this month, with Lemmings taking pole position. Plenty of high-quality budget gear in there too, courtesy of Mirror Image.

CVG TIP FOR THE TOP

Still no sign of the Bitmap Brothers' HIT! Gods, so expect to see that hit the chart in a big way this time next month!



▲ The Killing Cloud arrives straight in at number six!



◀ Speedball 2 falls to number seventeen!



▲ Continental Circus creeps back in to number nineteen!



▲ Op Wolf's doing well for the Hit Squad.



CAPCOM®
USA
LAND IN ENEMY TERRITORY ... BREAK THROUGH TANK LINE ...
... NEUTRALISE SPECIAL TANK UNIT (SCORPION) ...
... SMASH ENEMY SUPPLY LINE ...
... PENETRATE MOUNTAIN PASS ...
... DESTROY ENEMY H.Q. ...
... RESCUE PRESIDENT! ...
... GO GET 'EM ...
MERCS™
Available on: C64 & AMSTRAD cassette & disk, SPECTRUM cassette, ATARI ST & AMIGA.
U.S. GOLD®
Mercs™ is © 1991 Capcom USA, Inc. All rights reserved. Capcom® is a registered trademark of Capcom USA, Inc. Manufactured and distributed under license by U.S. Gold Ltd. Copyright subsists on this program. Unauthorised copying, lending or resale by any means strictly prohibited.
U.S Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.
HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025
CURSE OF THE AZURE BONDS • POOL OF RADIANCE CHAMPIONS OF KRYNN TEL: 0898 442026
BUCK ROGERS • SECRET OF THE SILVER BLADES • EYE OF THE BEHOLDER (When Released) TEL: 0898 442030
OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284
NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE
LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654123
NEW RELEASES • COMPETITION TEL: 0839 654124
COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH.
* At Retail Prices
Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX
If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton. WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

AMERICAN EXPRESS

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

VISA

ATARI ST & AMIGA GAMES

	S.T	A.G
688 Attack Sub	N.A	17.50
A10 Tank Killer	N.A	24.99
A.M.O.S. Games Creator	N.A	34.99
A.P.B. (New Price)	7.99	7.99
A.T.F. 2	17.50	N.A
Action Stations (1 meg)	N.A	21.99
Advanced Destroyer Sim (New)	17.50	17.50
Advanced Fruit Machine	6.99	6.99
Afterburner	7.99	7.99
Africa Korps (New)	21.50	21.50
Ancient Battles	17.50	17.50
Arkanoid-Revenge of Doh	7.99	7.99
Atomic Robokid	16.99	16.99
Armour Geddon	N.A	17.50
Arnhem (New)	N.A	13.99
Awesome (New Price)	17.50	17.50
B.A.T.	24.99	21.99
Backgammon (New)	17.50	17.50
Barbarian 2 (New Price)	7.99	7.99
Bards Tale 3 (New)	N.A	17.50
Batman the Caped Crusader	7.99	7.99
Battle Chess	17.50	17.50
Battle of Britain (their finest hour)	21.50	21.50
Battle Master	21.50	21.50
Bombjack	9.99	9.99
Brat (New)	17.50	17.50
Bridge Player 2150	N.A	21.50
Budokan (New Price)	N.A	9.99
C.J.'s Elephant Antics (New)	N.A	6.99
California Games (New Price)	7.99	7.99
Captive	17.50	17.50
Car-Vup	17.50	17.50
Carrier Command (New Price)	9.99	9.99
Centerfold Squares	9.99	9.99
Champions of Krynn (1 Meg)	N.A	21.50
Chase H.Q 2	17.50	17.50
Chaos Strikes back (1 Meg)	17.50	17.50
Chessmaster 2100	N.A	21.50
Chips Challenge	17.50	17.50
Chuck Rock	17.50	17.50
Cohort Fighting For Rome (New)	21.50	21.50
Colorado (New price)	7.99	7.99
Colossus Chess 10	9.99	9.99
Continental Circus (New Price)	7.99	7.99
Corporation + Mission Disc	17.50	17.50
Cricket Captain	17.50	17.50
Curse of Azure Bonds (1 meg only)	21.50	21.50
Daily Double Horse Racing	9.99	9.99
Daley Thompsons Olympic Chall	7.99	7.99
Defender of the Crown (New Price)	9.99	9.99
Deluxe Strip Poker	9.99	9.99
Denaris (New Price)	7.99	7.99
Disney Animation Studio	N.a	69.99
Double Dragon (New Price)	N.A	7.99
E-Motion (Special Offer)	9.99	9.99
Edd the Duck	17.99	17.99
Elite (Special Offer)	12.99	N.A
Elvira Mistress of the Dark (New)	21.50	21.50
Emlyn Hughs Int Soccer	17.50	17.50
Emlyn Hughs Trivia Quiz (New)	17.50	17.50
European Super League (New)	17.50	17.50
F16 Combat Pilot	17.50	17.50
F19 Stealth	21.50	21.50
F29 Retaliator	17.50	17.50
Fantasy World Dizzy	6.99	6.99
Fast Food	6.99	6.99
Ferrari Formula One	6.99	6.99
Final Whistle	8.99	8.99
Fire Brigade (1 Meg)	21.50	21.50
First Contact (Special Offer)	3.99	N.A
Flintstones (New Price)	7.99	7.99
Flood (Special Offer)	9.99	9.99
Football Director 2	13.99	13.99
Football Manager	4.99	4.99
Football Manager 2 &Expansion Kit	13.99	13.99
Fruit Machine	6.99	6.99
Fun School 3 Under 5	17.50	17.50
Fun School 3 5-7 years	17.50	17.50
Fun School 3 7+	17.50	17.50
Future Basketball (Special Offer)	9.99	9.99
Gary Lineker's Hotshots	6.99	6.99
Gauntlet 2	7.99	7.99
Galaxy Force (Special Offer)	N.A	2.99
Gettysburg	21.99	21.99
Ghenghis Khan (New)	N.A	27.99
Ghosts&Goblins (1 Meg) (Spec Off)	9.99	9.99
Gods (New)	17.50	17.50
Golden Axe	17.50	17.50
Hammerfist (Special Offer)	5.50	N.A
Hard Drivin' (New Prices)	7.99	7.99
Hard Drivin' 2	17.99	17.99
Harpoon (1 Meg)	N.A	21.50
Hero Quest (New)	17.50	17.50
Hill Street Blues	N.A	17.50
Hitch Hikers Guide t.t.Galaxy	9.99	9.99
Horse Racing (Special Offer)	N.A	12.99
Hostages	7.99	7.99
Hydra (New)	17.50	17.50
I Play 3-D Soccer	17.50	17.50
Immortal (1 Meg only)	17.50	17.50
Imperium	17.50	17.50
Indianapolis 500	N.A	17.50
Infestation (Special Offer)	9.99	N.A
Int Championship Wrestling	N.A	12.99
International Ice Hockey (New)	17.50	17.50
International Karate +	7.99	7.99
Jack Nicklaus Unlimited Courses	N.A	21.50
James Pond	17.50	17.50
James Pond (1 Meg)	N.A	17.50
Jaws (New Price)	7.99	7.99
Jet (Special Offer)	N.A	17.50
Kamikazee (New)	7.99	7.99
Kenny Dalglish Soccer Manager	7.99	7.99
Kick Off (Special Offer)	5.99	5.99
Kick Off 2	13.99	13.99
Kick Off 2 (1 Meg)	N.A	17.50
Kick Off 2 the Final Whistle	8.99	8.99
Killing Cloud (New)	17.50	17.50
Last Ninja 2	7.99	7.99
Leather Goddesses of Phobos	9.99	9.99
Legend of Faerghail	21.50	21.50
Leisuresuit Larry	21.50	21.50
Leisuresuit Larry Look for Love	27.99	27.99

	S.T	A.G
Leisuresuit Larry 3	27.99	27.99
Lemmings (New)	17.50	17.50
Licence to Kill	7.99	7.99
Little Puff (New)	6.99	6.99
Loom	21.50	21.50
Lord of the Rising Sun (Spec Off)	N.A	12.99
Lotus Esprit Turbo Challenge	17.50	17.50
M1 Tank Platoon	21.50	21.50
M.U.D.S. (New)	N.A	17.50
Man. Utd	13.99	17.50
Manhunter in San Francisco (New)	24.99	24.99
Mega Traveller 1	21.50	21.50
Menace (Special Offer)	N.A	6.99
Miami Chase	N.A	7.99
Midwinter	21.50	21.50
Mig 29	24.99	24.99
Mighty Bombjack (New)	13.99	17.50
Moonshine Racers	17.50	17.50
Moonwalker (New Price)	7.99	7.99
Mr Heli (Special Offer)	6.99	N.A
Multi Player Soccer Manager	17.50	17.50
NAM (New)	21.50	21.50
Navy Seals (New)	17.50	17.50
Never Mind (Special Offer)	6.99	N.A
Nightshift (New)	17.50	17.50
Ninja Remix	17.50	17.50
North and South (New Price)	7.99	7.99
Obitus	N.A	24.99
Operation Harrier (Special Offer)	9.99	9.99
Operation Stealth	17.50	17.50
Operation Wolf (New Price)	7.99	7.99
Oriental Games (Special Offer)	9.99	9.99
Outrun	7.99	7.99
P.G.A. Tour Golf (New)	N.A	17.50
Pacmania (Special Offer)	6.99	N.A
Pang	17.50	17.50
Panza Kick Boxing (New)	17.50	17.50
Platoon (New Price)	7.99	7.99
Player Manager	13.99	13.99
Pool of Radiance (1 Meg)	N.A	21.50
Populous/Sim City	21.50	21.50
Populous New Worlds	6.99	6.99
Postman Pat	6.99	6.99
Powermonger	21.50	21.50
Prince of Persia	17.50	17.50
Pro Flight Sim	27.99	27.99
Pro Tennis Tour 2	17.50	17.50
Pub Trivia	4.99	4.99
Quest For Glory 2 (New)	N.A	27.50
Question of Sport	9.99	9.99
R. Type (New Price)	7.99	7.99
Red Storm Rising	17.50	17.50
Renaissance (Special Offer)	6.99	6.99
Rick Dangerous 2	17.50	17.50
Roadblasters	7.99	7.99
Robocop 2	17.50	17.50
Rocket Ranger (New Price)	9.99	9.99
Rorkes Drift	17.50	17.50
Running Man (New Price)	7.99	7.99
Search for the King	N.A	24.99
Secret of Monkey Island (1 Meg)	17.50	17.50
Shadow of the Beast	17.50	N.A
Shadow of the Beast 2	N.A	24.99
Shadow Warriors	17.50	17.50
Sherman M4 (New Price)	7.99	7.99
Silent Service (Special Offer)	9.99	9.99
Skull and Crossbones	17.50	17.50
Snowstrike (Special Offer)	9.99	9.99
Space Quest 3	N.A	31.99
Speedball (New Price)	9.99	9.99
Speedball 2	17.50	17.50
Spindizzy Worlds (Special Offer)	9.99	9.99
Spy v Spy 1 or 2 or 3	4.99	4.99
Starglider 2 (Special Offer)	6.99	6.99
Stellar 7	N.A	17.50
Steve Davies Snooker	9.99	9.99
Strike Force Harrier (New Price)	9.99	9.99
Summer Olympiad	4.99	4.99
Super Cars 2 (New)	17.50	17.50
Super Hang On (New Price)	N.A	7.99
Super Monaco Grand Prix (New)	17.50	17.50
Super Off Road Racer	17.50	17.50
Supremacy	21.50	21.50
Switchblade (New Price)	7.99	7.99
Swiv (New)	17.50	17.50
Team Suzuki	17.50	17.50
Tee Off (New)	6.99	6.99
Teenage Mutant Hero Turtles	17.50	17.50
Thunderblade	7.99	7.99
Toobin (New Price)	7.99	7.99
Torvak the Warrior (Special Offer)	6.99	6.99
Tournament Golf	13.99	17.50
Toyota Celica GT Rally	17.50	17.50
Tracksuit Manager 91	7.99	7.99
Treasure Island Dizzy	4.99	4.99
Treble Champions (New Price)	6.99	6.99
Trivial Persuit	13.99	13.99
Turf Form/System 8)(Horse Racing & Pools)	9.99	9.99
Turrican 2	17.50	17.50
U.M.S. 2 (1 Meg only)	21.50	21.50
Ultima 5	21.50	21.50
Ultimate Golf-Greg Norman	17.50	17.50
Verminator (Special Offer)	4.99	N.A
Vigilante (New Price)	7.99	7.99
Viz (New)	13.99	N.A
War Construction Set (1 Meg)	N.A	21.50
Warhead (Special Offer)	N.A	9.99
Warlords (New)	17.50	17.50
Wicked	N.A	4.99
Wings (1 Meg Only)	N.A	21.50
Wings (1/2 Meg only)	N.A	17.50
Wings of Death 91 Remix	13.99	13.99
Wings of Fury (Special Offer)	N.A	9.99
Winter Olympiad	6.99	6.99
Wolfpack (1 Meg)	N.A	21.50
Wonderland	N.A	21.50
World Championship Soccer	13.99	17.50
Wrath of the Demon	N.A	21.50
World Championship Boxing Manager	13.99	13.99
World Class Leaderboard	7.99	7.99
Xenon (New Price)	7.99	7.99
X-Out (Special Offer)	N.A	6.99
Z-Out (New)	N.A	13.99
Zork 1 or 2	9.99	9.99

SIXTEEN BIT COMPILATIONS

★ SPORTING GOLD ★
California Games, The Games Winter & Summer Editions
ST & AMIGA 21.50

★ SPORTING WINNERS ★
Daily Double Horse Racing, Steve Davis Snooker & Brian Clough's Football Fortunes
ST & AMIGA 17.50

★ COIN OP HITS 2 ★
Dynasty Wars, Ninja Spirit, Vigilante, Hammerfist & Ghouls and Ghosts
ST & AMIGA 21.50

★ CHALLENGERS ★
Fighter Bomber, Super Ski, Kick Off, Pro Tennis & Stunt Car Racer
ST & AMIGA 21.50

★ FINALE ★
Paperboy, Ghosts & Goblins, Space Harrier & Overlander
ST & AMIGA 17.50

★ SOCCER MANIA ★
Microprose Soccer, Football Manager 2, Gazza's Super Soccer & Football Manager World Cup Edition
ST & AMIGA 17.50

★ HOYLES BOOK OF GAMES ★
Cribbage Crazy8's, Gin Rummy, Old Maid, Hearts &Klondike Solitaire
ST & AMIGA 21.50

★ POWER PACK ★
Xenon 2, T.V. Sports Football, Bloodwych & Lombard T.A.C. Rally
ST & AMIGA 21.50

★ HOLLYWOOD COLLECTION ★
Robocop, Ghostbusters 2, Batman The Movie & Indiana Jones L.C.
ST & AMIGA 21.50

★ PLATINUM ★
Strider, Black Tiger, Forgotten Worlds & Ghouls & Ghosts
ST & AMIGA 21.50

★ CLASSIC 4 (RENAISSANCE) ★
Invaders, Asteroids, Galaxions & Centipede
ST & AMIGA 6.99

★ THRILLTIME PLATINUM VOL 2 ★
Buggy Boy, Bombjack, Space Harrier, Live & Let Die, Thundercats, Beyond The Ice Palace & Battleships
ST & AMIGA 17.50

★ LUCASFILM COMPILATION ★
Indiana Jones And The Last Crusade, Zak McKracken And The Alien Mindbenders & The Indiana Jones Hint Book
ST & AMIGA 19.99

★ THE WINNING TEAM ★
A.P.B., Klax, Vindicators, Cyberball & Escape - Planet Of The Robot Monsters
ST & AMIGA 21.50

★ FISTS OF FURY ★
Double Dragon II, Shinobi, Ninja Warrior, Dynamite Dux
ST & AMIGA 21.50

★ POWER UP ★
Rainbow Islands, Turrican, Chase H.Q., X-Out & Altered Beast
ST & AMIGA 21.50

HINT BOOKS

Bards Tale 1 or 2 or 3	6.00
Champions of Krynn	7.99
Colonels Bequest	8.99
Conquest of Camelot	8.99
Curse of Azure Bonds	7.99
Dragons of Flame	4.00
Heros of the Lance	4.00
Heros Quest	8.99
Hillsfar	7.99
Indiana Jones the Adventure	4.99
Kings Quest 1 or 2 or 3 or 4	8.99
Leisuresuit Larry 1 or 2 or 3	8.99
Manhunter in Sanfransisco	8.99
Might and Magic 2	6.99
Police Quest 2	8.99
Pool of Radiance	7.99
Savage Empire	6.99
Secret of the Silver Blades	7.99
Space Quest 1 or 2 or 3	8.99
Ultima 5 or 6	6.99
Quest for Clues Hint Book 3	14.99

Hints and tips for 40 titles including Codename Iceman, Future Wars, Hound of Shadow, Indiana Jones, Leisuresuit Larry 3, Loom, Manhunter in SF, Police Quest 2, Space Quest 3, Battletech andChampions of Krynn etc.

3.5 INCH DOUBLE SIDED, DOUBLE DENSITY WITH LABELS

1	0.99
10	6.90
25	12.90
3.5 40 PIECE DISC BOX	6.99
3.5 80 PIECE DISC BOX	7.99
MOUSE MATS	2.99
ST & AG EXTENSION LEADS	5.99

AMIGA EXPANSIONS

AMIGA 1/2 MEG EXPANSION	29.99
AMIGA 1/2 MEG EXPANSION + CLOCK	38.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The BDC, 21 Temple Street, Wolverhampton. WV2 4AN

ORDER FORM

NAME ....

ADDRESS ....

....

POSTCODE.............................TEL NO : ....

Name of Game	Computer	Value
	Postage	
	Total	

POSTAGE RATES : Please add 50p for post & packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2.
PAYING BY CHEQUE - Cheques payable to Software City.

Card Type .... Expiry Date ....

Card No: ....

Signature ....

Date ....

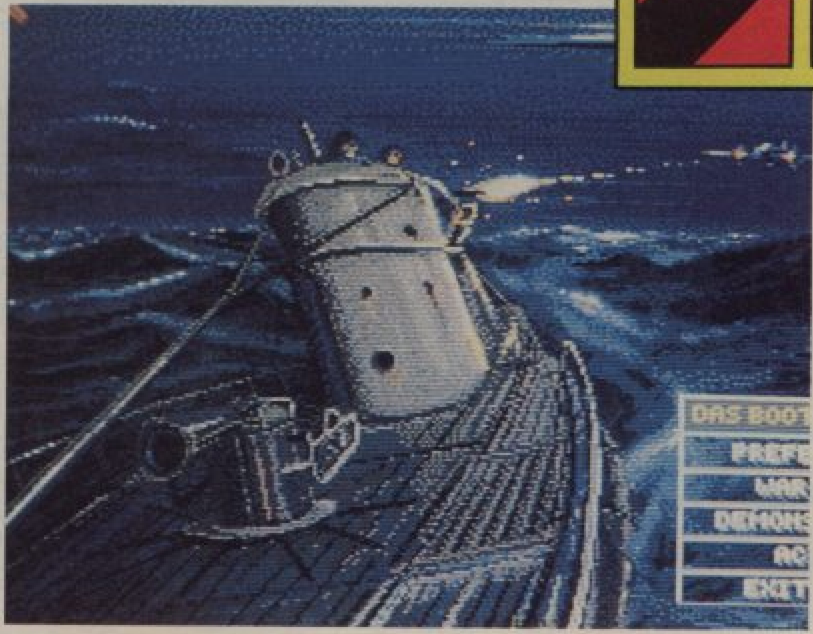
EUROPEAN ORDERS
MASTER CARDS
EUROCARD ACCEPTED

CVG 07/91

TETRIS
INFOGRAMES £19.99

Is there anybody out there who still hasn't played Tetris? Just in case, Infogrames have rewritten the classic puzzler for the Amiga with tons of extra options and pretty graphics thrown in. The game is good to look at and plays faithfully, but the keyboard-only control method is a real downer for joystick-waggling puzzle freaks. Save your sheckles and invest in a Gameboy with its fabbo free Tetris cart instead.

OVERALL 76%



DAS BOOT
MINDSCAPE £24.99

This faithful recreation of the classic World War II U-Boat confrontations will be quite a find for sim fans. The game is very deep (sorry!), quite an effort to get into and features so-so solid 3D graphics. What Das Boot does capture is the tense, claustrophic atmosphere of submarine warfare. You can almost smell the fear. Worth a look, but only if you've the time to get the most out.

OVERALL 82%

TOOBIN'
DOMARK/TENGEN £7.99

Join tube dudes Biff and Jet as they cruise downriver and get their trunks into a twist with all kinds of trouble! Re-released under the Respray label, this is a competent conversion of a cult arcade game which did well in its day. Toobin' is enjoyable and challenging, with plenty of laffs and more than a few surprises, but falls down on long-term appeal. Still, definitely worth a look at this price.

OVERALL 82%

FORGOTTEN WORLDS
KIXX £7.99

A fabulous conversion of a brilliant coin-op, this is the bargain basement shoot-em-up fan's dream come true! Take on the evil Emperor Bios after battling through wave after wave of fascinating aliens using a multitude of weapons and special bonuses. An absolute steal at the giveaway price, rush forth and grab this slice of arcade mayhem right away!

OVERALL 96%

SWITCHBLADE
KIXX £7.99

The Gremlin classic gets a new lease of life on budget and is a wise buy for platform action fans. Join Hiro of the Bladenights on his quest to recover the 16 fragments of the shattered Fireblade. With tons of screens, loads of features and some pretty deep gameplay, this is well worth the asking price - even if it has been left standing by the sequel.

OVERALL 83%

APB
DOMARK/TENGEN £7.99

Cops 'n' robbers without all the aggro, APB puts you behind the wheel of a downtown patrol car keeping the streets clean while earning enough dough for those doughnuts. Another competent Tengen conversion, APB features overhead thrills and spills with a few cartoon sequences thrown in to keep you smiling. On budget, you can do a lot worse than buy this.

OVERALL 78%





By the time you get your mits on this issue, Centurion: Defender of Rome should be roamin' around on an Amiga near you, price 25.99. Control the legions of the Empire and attempt to make everyone else in Europe wear silly sandals and lie down for tea...

...That friendly out-of-town visitor Predator 2 should be stomping his way into your local softshop at 24.99 as you read this. Based around the so-so movie, he's back in town with a few days to kill in this pseudo-3D offering from Image Works...

...TV addicts are in for a treat with the latest from Rainbow Arts - Mad TV (Money, Love and Viewing Figures). The game promises plenty of fun as you take the helm of a TV company and bid to boost those ratings. At 24.99, this may be one to watch out for...

Amstrad owners are once again subjected to more budget re-releases, this time in the guise of Spitting Image, Gryzor and plenty more besides. Richard Leadbetter has a look at the new gear.

PRINCE OF PERSIA
DOMARK **£10.99**

This platform game scored highly on 16-bits because of the amazing animation on the main sprites and the great mixture of lethal traps and puzzling. Let's put it this way, we're absolutely amazed by the quality of the Amstrad conversion. The animation is as showstopping as ever, the gameplay's great and there's loads to keep you occupied. Probably the best Amstrad game released so far this year!

OVERALL 94%

SPITTING IMAGE
HIT SQUAD **£2.99**

If you're a fan of the dazzlingly humorous TV show, the game of the same name will be a disappointment. Spitting Image ranks as one of the worst beat 'em ups yet seen on an Amstrad screen with dire graphics, sound and completely non-existent gameplay. Give it a miss.

OVERALL 31%

SKULL AND CROSSBONES
DOMARK **£10.99**

We've seen the game on other formats and we were exceptionally underwhelmed. Now the Amstrad version has arrived and it's just as hopelessly average as the other formats. Based on the flop coin-op, it's your job to amass treasure and beat up some nasty pirates. The coin-op was severely lacking in the gameplay stakes and in that respect, the Amstrad is a perfect copy.

OVERALL 57%

WINNING TEAM
DOMARK **£14.99**

A compilation featuring Klax, APB, Escape from the Planet of the Robot Monsters, Cyberball and Vindicators (phew!). For the price, this is great value and most of the games (Robot Monsters and Klax especially) are good fun. If you've missed out on Domark's Tengen numbers, then get a load of this.

OVERALL 85%

TV SHOWTIME
DOMARK **£14.99**

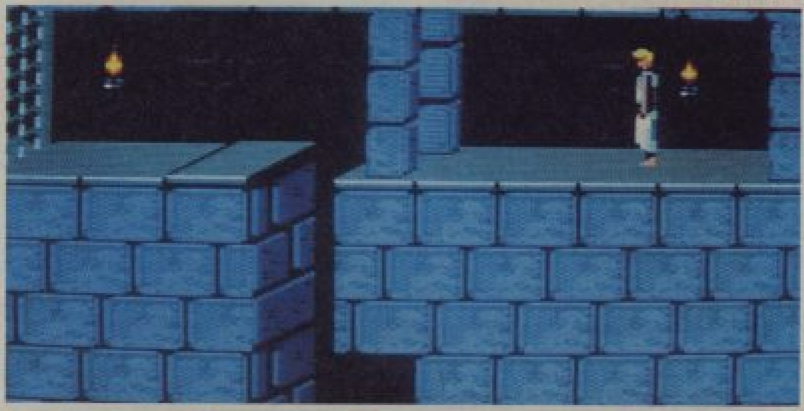
If you find the likes of Bullseye, The Krypton Factor, Bob's Full House, Every Second Counts, and Blockbusters entertaining, you'll have great fun with this compilation of television conversions. For "family fun" you can't go wrong, but solo players would be better off with Winning Team.

OVERALL 69%

TOYOTA GT RALLY
GREMLIN **£10.99**

The 16-bit versions of this rally game fared pretty well when they were released around Christmas-time, and now Gremlin have seen fit to release this Amstrad version of the game. Whilst it's quite close to the 16-bit original, it's a tad unconvincing and jerky for my liking. Rally fans'll lap it up, but others may find the likes of Chase HQ or WEC Le Mans a more satisfying race game.

OVERALL 72%









...NEWS FLASH...

...Further Hit Squad loveliness out at this very moment includes Dragon Ninja (also known as Bad Dudes vs Dragon Ninja), Licence to Kill and SDI. The first couple of titles are worth a look, but SDI is very monotonous indeed...

...The Amstrad GX4000 console hasn't exactly sold very well (Understatement of the Year), and the flow of new games seems to have dwindled away to nothingness - almost. The excellent Pang is now ready for release courtesy of Ocean. Also if you fancy buying a GX4000, check out Dixons, where you can pick up one of those spaceship-like devices for a tiny £29.99!...

CONSOLE CONCEPTS

A DIVISION OF P.C. ENGINE SUPPLIES

(Mail order only)
223b Waterloo Road,
Cobridge S.O.T.
Staffs ST6 2HS
(Registered Office)
0782 213993 (Evenings)
(orders only)

(Shop + mail order)
Console Concepts
The Village
Newcastle-U-Lyme
Staffs ST5 1QB
(0782) 712759
Daytime
Orders + enquiries

Telephone 0782 712759 (9.00 am to 6.30 pm) 0782 213993 (6.30 pm to 8.00 pm) (Orders only)
All enquiries daytime number only. Trade enquiries welcome. Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429

NINTENDO GAMEBOY

NINTENDO GAMEBOY Top 10	Jap	USA/UK
1. WWF Superstars Wrestling		24.00
2. Contra (operation C)		24.00
3. Bubble Bobble	21.00	
4. F1 Spirit	21.00	
5. Parodius	21.00	
6. Mickey Mouse II	21.00	
7. R type	21.00	
8. Fastest Lap	21.00	
9. Super Scrabble		24.00
10. Ninja Turtles		24.00

NINJA TURTLES	21.00	24.00
BATMAN		24.00
DOUBLE DRAGON	21.00	24.00
CHASE HQ	21.00	22.00
GREMLINS II		
HEAD ON	21.00	
BOULDERDASH	21.00	
1 MAN AND HIS BLOB	21.00	
PACMAN		24.00
F1 SPIRIT	21.00	
NEMESIS		24.00
PINBALL PARTY	21.00	
BUBBLE BOBBLE	21.00	24.00
PARADIOUS	21.00	
R TYPE	21.00	24.00
NAVY BLUE 90	21.00	
PIPE DREAM		24.00
LUNAR LANDER	21.00	
BATTLE BULL	21.00	
FASTEST LAP	21.00	
F1 BOY	21.00	
GODZILLA	21.00	24.00
FINAL FANTASY		24.00
ROBOCOP		24.00
PON KOTSU TANK	21.00	
CONTRA	21.00	24.00
BURGER TIME	21.00	
BOMBER MAN	21.00	
MICKEY MOUSE II	21.00	
DODGEBALL SOCCER	21.00	
LUCKEY MONKEY	21.00	
ROLANDS CURSE	21.00	
THE SIMPSONS		24.00
SHANGAI		24.00
GARGOYLES QUEST		24.00
WWF WRESTLING		24.00
SUPER SCRABBLE		24.00
MR DO		24.00
NINJA TURTLES		24.00
GHOST BUSTERS II		24.00
POWER CHASE		24.00
PAPER BOY		24.00
SKATE OR DIE		24.00
MEGA MAN		24.00
KUNG FU MASTER		24.00
DRAGONS LAIR		24.00

PC ENGINE

JAPANESE CARTS ALL £31 & p+p UNLESS OTHERWISE STATED

PC ENGINE TOP 5
1. ADVENTURE ISLAND
2. PARASOL STARS
3. MOTOROADER II
4. FINAL MATCH TENNIS
5. JACKIE CHAN

OUTRUN	FINAL BLASTER
TAITO WRESTLING	GOMOLA SPEED
OVERRIDE	OPERATION WOLF
VIOLENT SOLDIER	POWERDRIFT
HURRICANE (1943)	VIOLENT SOLDIER
BURNING ANGELS	CADASH
SAINT DRAGON	YS BOOK1+2(CD) £39
THUNDERBLADE	YS BOOK3 £35
DARIUS +£35	SCI (CHASE HQ II)
KLAX	JACKIE CHAN £35 & p+p
PC KID	IT CAME FROM THE
W-WING	DESERT (CD) £35
DIE HARD	HELL FIRE (CD) £35
LEG AXE II	1943
AERO BLASTER	(PARASOL STARS)
MOTOROADER II	ALL DYNES (S GRAFX) £45
IMAGE FIGHT	TUSPORTS FOOTBALL
RABID LEPUS	LEGEND OF TOMA £35
AFTERBURNER II	FINAL MATCH TENNIS £31
DON DOKO DON	JD'S MURDER CLUB £36

BEWARE OF IMITATIONS

We are one of the largest importers of Japanese consoles/games in the UK. We will still be here when others disappear.

NINTENDO SUPER FAMICOM JAPANESE CARTS

ALL BELOW £41.00 & p+p
SUPER MARIO WORLD
F-ZERO
FINAL FIGHT
PILOT WINGS
POPULOUS
ACT RAISER (UK INSTRUCTIONS)
JUST ARRIVED
ULTRAMAN £41.00 & p+p
AUGUSTA GOLF £41.00 p+p
SUPER DEFORMER £35.00 & p+p
BOMBOOZAL £35.00 & p+p
GRADIUS III £35.00 & p+p
DARIUS TWIN £41.00 & p+p
BIG RUN £41.00 & p+p
SIM CITY (UK INSTRUCTIONS) £50.00 & p+p
BASEBALL £45.00 & p+p

NINTENDO SUPER FAMICOM (SCART) PACK 1
Super Famicom Scart
Power Supply + all leads
1 FREE game our choice:-
Choose from **GRADIUS III**, **BOMBOOZAL**, **POPULOUS or SUPER DEFORMER**
+ 2 FREE games of your choice
£325.00 + £6 p+p
next day delivery

NINTENDO SUPER FAMICOM (TV) PACK 2
Super Famicon TV Version
Power supply + all leads
1 FREE game our choice
Choose from **GRADIUS III**, **BOMBOOZAL**, **POPULOUS or SUPER DEFORMER**
+ 2 FREE games of your choice
£340.00 + £6 p+p
next day delivery

NINTENDO SUPER FAMICOM (SCART) +1 FREE game £280 + £6 p+p
NINTENDO SUPER FAMICOM (TV) +1 FREE game £315 + £6 p+p
All our Super Famicoms are fully guaranteed + are tested before despatch. We believe our TV version of the Super Famicom to have one of the Best Pictures on the market, look out for reviews or come to see it working in our shop Consol Concepts.

PC ENGINE PAL or SCART
FREE game of your choice
£165 & p+p
or
2 FREE games of our choice

PC ENGINE GT HANDHELD & FREE GAME £270 & p+p
+ 1 FREE GAME OF YOUR CHOICE
HUNDREDS OF GAMES AVAILABLE

NINTENDO 8 BIT (NES)

ALL BELOW FIT UK MACHINES	
GUNSMOKE	24.00
STEALTH AFT	29.00
PRADIKUS CONFLICT	34.00
IMPOSSIBLE MISSION	39.00
BLACK MANTA	29.00
KING NEPTUNE	34.00
PIN BOT	29.00
TETRIS	19.00
SPY vs SPY	19.00
SILENT ASSAULT	34.00
SNAKE RATTLE & ROLL	24.00
DONKEY KONG	19.00

MANY MORE TITLES AVAILABLE

USA IMPORTS
Please note the following cartridges only work on USA converted consoles

CYBERNOID	34.00
HEAVY BARREL	34.00
OPERATION WOLF	34.00
IRON SWORD	39.00
MARIO III	45.00
BACK TO THE FUTURE II	29.00
A BOY AND HIS BLOB	41.00
CALIFORNIA GAMES	41.00
CONTRA	41.00
DOUBLE DRAGON III	41.00
DUCK TALES	38.00
IKARI WARRIORS II	CALL
JACKIE CHAN	CALL
MANIAC MISSION	CALL
NARC	35.00
MEGAMAN III	41.00
THE SIMPSONS	41.00

To run the USA carts send your machine to us for modification. £26.00 inc. return p+p. It will then run all our USA carts & also all the UK carts

SEGA GAME GEAR

GAME GEAR + FREE game £125.00 & p+p
GAMES ALL £24 & p+p

SEGA GAME GEAR TOP 5
1. SHINOBI
2. MICKEY MOUSE
3. CHASE HQ
4. WONDERBOY
5. MONACO GP

KINETIC CONNECTION	CHASE HQ
MICKEY MOUSE	DEVILISH
WONDERBOY	POP BREAKER
WOODY POP	HEAD BUSTER
PSYCHIC WORLD	PENGO
SUPER MONACO GP	BASEBALL
SHINOBI	MAPPY
FORBIDDEN CITY	SQUEAK

SEGA MEGADRIVE SPECIAL OFFERS

ANY GAME FROM THE LIST BELOW £25.00 & p+p
(Please have alternative choices)

ELEMENTAL MASTER	AXIS
DANGEROUS SEED	MUSHA ALESTE
HARD DRIVIN	CRACKDOWN
SHADOW DANCER	GRANADA X
ARROW FLASH	DJ BOY
ATOMIC ROBOKID	BUY 5 GAMES
FATMAN	FROM THIS
ESWAT	COLUMN
BATTLE SQUADRON	**£105** & p+p

ATARI LYNX

ATARI LYNX All £26.95 & p+p

GRIDRUNNER	APB
PACLAND	SHANGHAI
ROBOSQUASH	NINJA GAIDEN
SCRAPYARD DOG	WARBIRDS
ROLLING THUNDER	KLAX
CHECKERED FLAG	TURBO SUB
CHESS CHALLENGE	GAUNTLET III

ACCESSORIES

MEGADRIVE	
CARRY CASE	£30
INFRARED STICK	£25
PRO 1 STICK	£18
UK/JAP CONVERTOR	£14
8 BIT CONVERTOR	£30
JOY PAD	£16
JAP MAG	£7
ARCADE POWER STICK	£40
3 IN 1 POWERSTICK	£35
GAMEBOY	
CARRYCASE	£15
CONSOLE DELUXE	£69
CASE BOY	£20
LIGHT BOY	£20
GAMELIGHT	£14
STEREO AMPLIFIER	£14

Same day despatch on all VISA/ACCESS/POSTAL ORDERS Subject to availability (call 0782 712759). All our consoles carry 12 months guarantee. Please add £5.00 p+p for consoles £1.00 p+p for each game title rapid despatch 24 hr parcel force + Royal Mail.

SEGA MEGADRIVE

SEGA MEGADRIVE TOP 10

1. GYNOOG	**6. MAGICAL HAT**
2. MICKEY MOUSE	**7. AERO BLASTER**
3. KAGEKI	**8. MIDNIGHT RESISTANCE**
4. VERYTEK	**9. ESWAT**
5. BONANZA BROS	**10. JOHN MADDON FTBALL**

	Jap	USA/UK
MARVEL LAND	35.00	
WARDNER SPECIAL	35.00	
WRESTLE WARS	34.00	
HELLFIRE	26.00	
MOONWALKER	31.00	34.00
RASTAN SAGA II	31.00	
DYNAMITE DUKE		34.00
GAIRES		34.00
DARIUS II	35.00	
FIRE SHARK	31.00	
WONDERBOY III	26.00	
AERO BLASTER	31.00	34.00
INSECTOR X	31.00	
BASKETBALL	31.00	
GYNOOG	35.00	39.00
GHOST BUSTERS	26.00	
ZERO WING	31.00	
HEAVY UNIT	31.00	34.00
MICKEY MOUSE	25.00	34.00
MAGICAL HAT	25.00	
KAGEKI	35.00	
BONANZA BROS	35.00	
VALIUS III	31.00	
SUPER AIRWOLF	31.00	
BATTLE GOLFER	31.00	
WRESTLE BALL	31.00	
ULTIMATE TIGER	28.00	
MONSTER HUNTER	31.00	
RINGSIDE ANGEL	28.00	
VERITEK	31.00	
STRIDER	35.00	41.00
MONACO GP	31.00	34.00
SHINING IN DARKNESS	38.00	
LAKER vs CELTICS		34.00
BUDOKAN		25.00
SWORD OF SODAN		25.00
JOE MONTANA	25.00	34.00
BIMINI RUN		34.00
A PALMER GOLF		34.00
JOHN MADDON		34.00
STORM LORD		34.00
JAMES BOND		34.00
PGA TOUR GOLF		34.00
DARK CASTLE		34.00
ABRAMS BATTLE TANK		38.00
DINO LAND		38.00

SEGA MEGADRIVE PACK 1
MEGADRIVE TV or SCART
Power supply + joy pad + English instructions
FREE game of your choice upto price of £31.00
+ FREE set of stereo headphones
£135.00 + £6 p+p

SEGA MEGADRIVE PACK 2
MEGADRIVE TV or SCART
Power supply + joy pad + English imnstructions
2 FREE games of our choice (ring for titles)
1 Infra red remote control joystick
+ FREE set of stereo headphones
All our megadrives are fully guaranteed + tested before despatch, all our Megadrives run USA/Japanese/UK cartridges + accessories.
£165.00 + £6 p+p next day delivery

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION. SEGA/NINTENDO/NEC FAMICOM ARE TRADE MARKS OF THEIR RESPECTIVE OWNERS

VOUCHER/ORDER FORM CUSTOMER REF NO. ______ PLEASE TICK HERE TO BE PUT ON MAILING LIST ☐

NAME ______

ADDRESS ______

I enclose cheque/PO for £ ______

or charge Access/VisA No: ______

Expiry Date ____/__/__ Signature ______

PLEASE RETURN TO: PC ENGINE SUPPLIES, 223B WATERLOO ROAD, COBRIDGE, STOKE-ON-TRENT, STAFFS ST6 2HS

**** You've tried the rest !! Now try the best ****

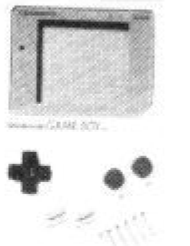
ORDER HOTLINE 0782 712759 (2 lines)

★★SHEKHANA CONSOLES Est. since 1978★★

★★ACCESS★CREDIT CARDS LINE - 081 340 8565★VISA★★



from £199.99



from £69.99



from £249.99



from £129.99

Shekhana have been advertising in C&VG on a regular basis since 1984, providing an honest and reliable service to all of our customers, no need to use anybody else, give us a call now

★★NINTENDO★★

Action Set	**99.99**
Quickshot Python	**9.99**
Quickshot Maverick 2	**15.99**
NES Advantage	**39.99**
Speed King	**14.99**
Adventure of Linxs	39.99
Bad Dudes	34.99
Batman	39.99
Bayou Billy	34.99
Bubble Bobble	24.99
Days of Thunder	39.99
Double Dragon II	39.99
Duck Tales	39.99
Festers Quest	29.99
Gauntlet II	39.99
Ghoustbusters II	34.99
Jack Nicholas golf	34.99
Lightforce	24.99
Mega Man	34.99
Mike Tyson	29.99
Paper Boy	24.99
Pinbot	29.99
Probotector	29.99
Rescue	34.99
Robocop	39.99
Rygar	29.99
Snake Rattle N Roll	24.99
Stealth ATF	29.99
Super Mario 2	39.99
Super Off Road Racer	24.99
Teenage Turtles	34.99
World Wrestling	34.99
Zelda II	39.99

★★NINTENDO GAMEBOY★★

Gameboy System inc Tetris	69.99
Gameboy System inc Tetris + Any Game	89.99
2 Player Cable	12.99
G. Boy Hint Book	12.99
Power Supply Unit AC/DC	12.99
NB Game Light	9.99
NB Game Magnifier	7.99
Illuminator Light	14.99
Light Boy (inc Wide Boy)	19.99
NB Amplifier	12.99
NB Carry Case	6.99
NB Hard Carry Case	12.99
GB Hip Pouch	12.99
Docs Soft Carry Case	19.99
Tote Carry Case - Hard	19.99
Large Carry Case - Soft	19.99

Mario Bros, Golf, Tennis, Wizard + Warrior, Ballon Kid, Spiderman, Revenge of Gator, Alleyway, Solar Striker, Double Dragon
Above Games £19.99 Each

Baseball, Batman, Battle Bull, Boomers Adventure, Boxxle, Bubble Bobble, Bubble Ghost, Bugs Bunny, Burai Fighter, Castlevania, Chase HQ, Cosmotank, Dacdalian Opus, Dead Heat Scramble, Dragons Lair, Dr. Mario, Duck Tales, F1 Racer, Gargoyles Quest, Ghostbusters II, Godzilla, Gremlins 2, Hal Wrestling, Hieanky Alien, Hyper Lode Runner, In Your Face, Kung Fu Master, Lock N Chase, Mercenary Force, Motorcross Maniacs, Nemisis, NFl Football, Ninja Boy, North Star Ken, Operation Contra, Paperboy, Penguin Wars, Pipedream, Power Racer, Qix, Quarth, Q-Billion, R-Type, Rader Mission, Robocop, Serpent, Skate or Die, Snoopy, Teenage Turtles, The Chessmaster, Volleyball, World Bowling, WWF Wrestling, R-Type, Operation Contra
Above Games £24.99 Each. Any 2 Games for £45.00 Any 3 for £65.00

ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS

★★PC ENGINE★★

PC Engine Core Grafx + Joypad + Power Supply Unit	**129.99**
Control Pad	**19.99**
PC - UK Power Supply	**12.99**
4 - Player Adaptor	**24.99**
Pro 1 J/Stick	**24.99**
PC XE-8 J/Stick	**24.99**
Batman	29.99
City Hunter	24.99
Cyber Core	19.99
Formation Soccer	29.99
Honey in the Sky	19.99
Knight Rider	19.99
Kung Fu Master	19.99
Outrun	34.99
Paranioa	19.99
R-Type	24.99
Shinobi	24.99
Street Fighter - CD	39.99
Super Volleyball	24.99
Tiger Road	19.99
Vigilante	24.99
World Tennis	19.99

★★PC ENGINE PORTABLE★★

PC Engine Portable	**249.99**
Commodore C64GS Console	**79.99**

★★ATARI LYNXS★★

Lynxs Console	**79.99**
Lynxs + PSU + Lead	**99.99**
Lynxs + PSU + Lead + Game	**129.99**
Lynxs PSU	**14.99**
Carry Case	19.99
Sun Visor	7.99
Cigarette Lighter	9.99
Blue Lightening	26.99
California Games	26.99
Chips Challenge	26.99
Electro Cop	26.99
Gauntlet	31.99
Klaxs	31.99
Ms. Pacman	26.99
Paperboy	26.99
Rampage	26.99
Rygar	26.99
Shanghi	31.99
Slime World	26.99

★★SEGA 8-BIT★★

Master System Plus (inc 2 games + Gun)	79.99
Quickshot Joystick	12.99
Quickshot SG Joystick	12.99
Quickshot Maverick	14.99

Software available, please ring for details

★★SEGA GAMEGEAR★★

Sega Gamegear System	**99.99**
Game Gear + Any Game	**119.99**
Game Gear + Any 3 Games	**159.99**
Power Sypply Unit AC/DC	**14.99**

Baseball, Chase HQ, Columons, G-Loc, Micky Mouse, Monaco Grand Prix, Pacman, Pengo, Wonderboy, Golf, Shinboi, Pop Breaker
ALL AT £24.99 EACH

SEGA MEGADRIVE OFFICIAL VERSION

SEGA MEGADRIVE PLUS ANY UK GAME UP TO £29.99 PLUS JAPANESE ADAPTOR
149.99

MEGADRIVE PLUS ALTERED BEAST PLUS ADAPTOR TO RUN ALL JAPANESE GAMES PLUS GAME OF OUR CHOICE (Japanese Game)......159.99

	JAPANESE SOFTWARE	UK/USA SOFTWARE
Aero Blaster	34.99	-
After Burner II		34.99
Alex Kidd II	24.99	26.99
Altered Beast	29.99	29.99
Arnold Palmer Golf	-	31.99
Arrow Flash	-	39.99
Baseball	-	31.99
Battle Squadron	-	34.99
Budokan	-	34.99
Buster Douglas Boxing	-	39.99
Crack Down	34.99	-
Curse	24.99	-
Dangerous Seed	29.99	-
Darius II	39.99	-
Dick Tracy	-	39.99
Dynamite Duke	29.99	29.99
D.J. Boy	-	34.99
ESWAT	24.99	31.99
Elementor Seed	29.99	-
Fatman	29.99	-
Forgotten World	-	31.99
Gain Ground	34.99	-
Gairieg	39.99	-
Genorg	39.99	-
Ghouls + Ghosts	34.99	39.99
Ghostbusters	29.99	29.99
Golden Axe	29.99	29.99
Grander	34.99	-
Hard Driving	34.99	39.99
Heavy Unit	34.99	-
Hell Fire	29.99	34.99
James Pond	-	36.99
Joe Montana Football	-	39.99
John Madden Football	-	36.99
Lakers V Celtics	-	39.99
Last Battle	29.99	31.99
Mickey Mouse	34.99	34.99
Moon Walker	29.99	34.99
Mystic Defender	-	31.99
PGA Golf	-	36.99
Phantasy Star II - English	39.99	54.99
Populous	-	36.99
Rambo 3	29.99	26.99
Rastan Saga II	24.99	-
Revenge of Shinobi	-	34.99
Shadow Dancer	34.99	-
Sonic Hedgehog	39.99	39.99
Star Cruiser	34.99	-
Strider	34.99	39.99
Super Hang On	-	31.99
Super Monaco GP	-	32.99
Super Thunderblade	29.99	31.99
Sword of Sodan	-	34.99
Sword of Vermillion	-	44.99
Thunderforce 3	34.99	-
Wonderboy 3	34.99	-
World Cup 90	-	26.99
Zany Golf	-	29.99

★★SEGA MEGADRIVE★★
★★OFFER ONE★★
★★IMPORTED MEGADRIVE★★

SEGA MEGADRIVE + CONTROL PAD + POWER SUPPLY UNIT + ANY JAPANESE GAME UP TO 29.99
129.99

OFFER TWO

SEGA MEGADRIVE PLUS ANY JAPANESE GAME OF YOUR CHOICE
139.99

OFFER THREE

SEGA MEGADRIVE PLUS 2 GAMES. CHOICE OF ESWAT, KLAXS, GHOULS + GHOSTS, INSECTOR X, CURSE, RASTAN SAGA 2
149.99

Sega Control Pad	**14.99**
New Pro 2 Pad inc Autofire	**17.99**
Arcade Power Stick	**29.99**
Power Supply Unit	**12.99**
Scart Lead	**12.99**
Quick Joy SG Jet Fighter	**14.99**
Quick Shot Maverick	**15.99**
8 - Bit Convertor	**34.99**

SEGA MEGADRIVE CONVERTOR TO ENABLE YOU TO RUN ALL JAPANESE GAMES ON THE U.K. OFFICIAL SYSTEM £14.99

★★NINTENDO FAMICOM★★

Famicom System - Scart	**199.99**
Famicom System - Pall (TV)	**249.99**
Famicom + 2 Games - Scart	**285.00**
Famicom + 2 Games - Pall	**324.99**
Arutorisa	44.99
Baseball	44.99
Big Run	44.99
Bombuzal	44.99
F-Zero	44.99
Final Flight	49.99
Gradius III	44.99
Hole In One - Golf	44.99
Pilot Wing	44.99
Populous	44.99
Super Mario 4	49.99
Super R-Type	44.99
Ultra man	44.99
Darius Plus	44.99
3D Golf	49.99

GAMEBOY SPECIAL OFFER TEENAGE TURTLES JAPANESE VERSION ONLY £19.99

MAIL ORDER CUSTOMERS
CHEQUE/P.O. PAYABLE TO: S.C.S. (CVG) 655 GREEN LANES, LONDON, N8 OQY
P&P ADD 75P PER SOFTWARE + £1 FOR ACCESSORIES. £5 FOR MACHINES. EEC ADD £1 PER ITEM, ELSEWHERE ADD £2 PER ITEM FOR AIRMAIL.
PLEASE SPECIFY MACHINE TYPE IN ORDER.
NEW RELEASES WILL BE SENT TO YOU ON RELEASE.
TEL: 081 340 8565, FAX: 081 889 9413

PERSONAL CALLERS
CAN PURCHASE SOFTWARE AT OUR BRANCHES AT:
2 GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN, N22 (OPP TOP RANK CLUB)
TEL: 081 889 9412
221 TOTTENHAM COURT ROAD, LONDON W1R 9AF (NEAR GOODGE STREET TUBE STATION)
TEL: 071 631 4627
ABOVE ARE MAIL ORDER PRICES ONLY

CREDIT CARD HOLDERS
ACCESS AND VISA CARDS ACCEPTED
TEL: 081 340 8565 FAX: 081 889 9413
LICENCED CREDIT BROKERS
TRADE ENQUIRIES WELCOME.
PLEASE NOTE OUR IMPORTED SEGA MEGADRIVE WILL RUN BOTH JAPANESE AND CURRENT OFFICIAL SOFTWARE.. PLEASE NOTE MOST OUR OUR CONSOLE PRODUCTS ARE IMPORTED.
ALL PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE. E.& O.E.

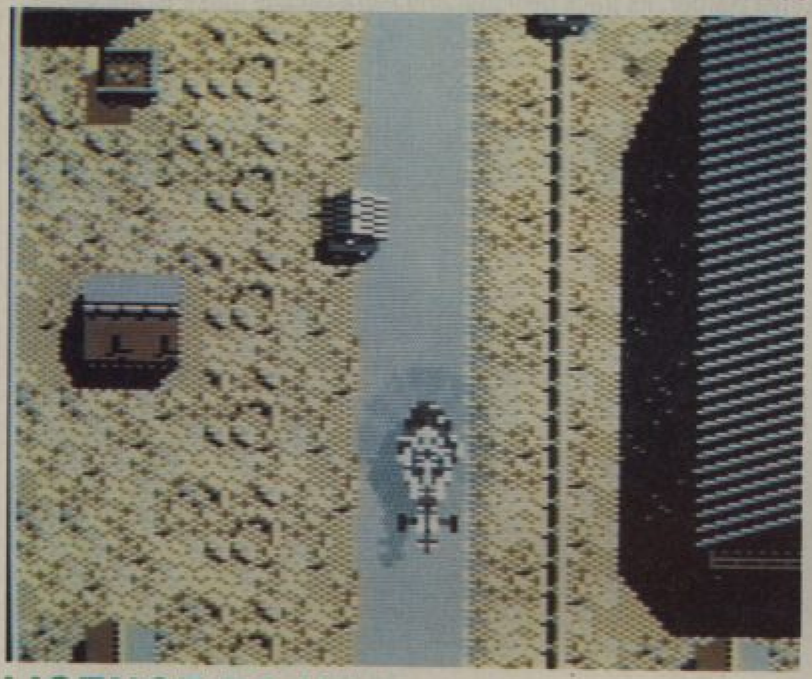
Hardened ninjas, James Bond, global warfare and Jocky Wilson make it into the C64 Bytesize column this month. Sounds exciting? Richard Leadbetter speaks The Truth...

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN **£2.99**

Six different games of Darts are included in this Zeppelin package. Seasoned darts players will recognise the likes of Shanghai, Football, Dart Bowls, Ten Dart Century or Scram. That's on top of yer average 501 Championships Darts as well! The action in each of the games is pretty simple, and quite easy to master. The real game is still much more enjoyable, but there's no denying this is quite a distracting game.

OVERALL **72%**



LICENCE TO KILL

HIT SQUAD **£2.99**

Domark have released five Bond games so far, and Licence to Kill turns out to be one of their more successful efforts. Several vertically scrolling levels, based on scenes from the movie, are there to be conquered with Bond carrying out his espionage antics in the likes of speedboats, helicopters, and tanker trucks. Nice graphics and playability make Licence to Kill three quid well spent.

OVERALL **82%**

SPITTING IMAGE

HIT SQUAD **£2.99**

The game of the rubberised satire show turns out to be an incredibly awful beat 'em up with you adopting the persona of a world leader and then mercilessly thrashing all the others into oblivion. Graphics, sound and gameplay are duff on all counts. What can I say except, "Don't buy this!".

OVERALL **31%**



DRAGON NINJA

HIT SQUAD **£2.99**

Otherwise known as Bad Dudes, Dragon Ninja is the standard beat 'em up fare. Just traverse the scrolling landscapes dishing out ninja violence to hundreds of hapless sprites. Double Dragon on the C64 turned out to be a screaming travesty, so if you're a beat 'em up fan on the lookout for a decent beat 'em, have a look at this.

OVERALL **86%**

SDI

HIT SQUAD **£2.99**

A conversion of the mediocre Sega coin-op. Planetary defence is the name of the game as you fire your laser satellite at the marauding nuclear warheads. SDI is a simple game that was average on all counts when it was first released for £9.99. There are much better budget arcade conversions available for the C64, so keep well away from this effort.

OVERALL **54%**





...NEWS FLASH...

...Coming soon from Audiogenic: Exile. Having sold loads of copies on the BBC (of all formats), this promises puzzling, blasting and Thrust-type excitement. We've seen a near-complete C64 version, and it looks quite impressive. Look out for the full review soon...

...Gremlin Graphics are currently beavering away on a C64 version of their excellent Heroquest. We've seen Spectrum and Amiga versions of the game (in fact, check out the review on page 48) and it looks like capturing the atmosphere of the board game perfectly. One to look out for, we think...

BYTESIZE

Cadaver gets a levels disk, Robotron gets the Jeff Minter treatment and Guybrush Threepwood finally hits the ST! Richard Leadbetter takes a trip through ST Land.

CADAVER: THE PAY-OFF

RENEGADE £14.99

Cadaver scored a mighty 95% when it was reviewed in last October's CVG. Now, the Bitmap Brothers have released the Pay-Off levels disk. The graphics style remains the same, but the maps have been completely re-designed and new puzzles prepared. The puzzles themselves are logical and solving them all is quite entertaining, especially as the game has such a realistic environment. If you completed Cadaver, this provides even more challenge and satisfaction, so give it a go.

OVERALL 87%

LLAMATRON

LLAMASOFT £2.50

Jeff Minter unleashes his own bizarre sense of humour on the ST world again, this time in a llama version of Williams' classic Robotron coin-op. This is a Public Domain game (so you can copy it and pass it amongst your friends), and since it's only £2.50, you really are getting a bargain. The gameplay (though slightly repetitive) is very entertaining, and though the graphics are rubbish, the sound is excellent with many rib-tickling samples are used throughout. One of the best things Minter's done in ages.

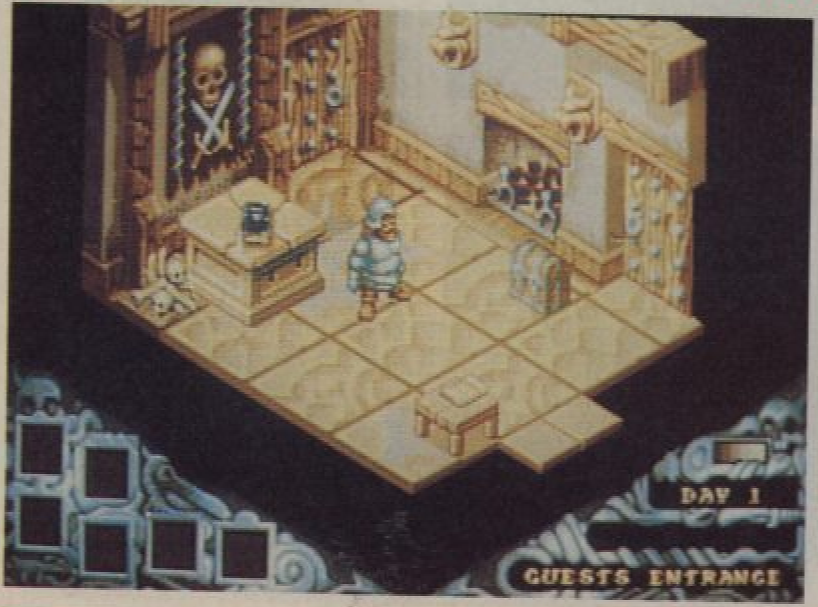
OVERALL 90%

THE SECRET OF MONKEY ISLAND

LUCASFILM £29.99

This Lucasfilm graphic adventure had Paul up all hours trying to complete it (and he finally did), and now an identical experience is available to all ST users! Hurrah! This adventure has a simple control method, excellent graphics, gripping plot and a laugh-a-minute sense of humour. The only slight niggle is the fact that there's quite a bit of disk-swapping involved if you've only got a single drive 520 ST. But you'll have so much fun playing it, who cares?

OVERALL 94%



CALIFORNIA GAMES

KIXX £7.99

Save on the airfare to California by taking part in the ST California Games, featuring events such as the Half Pipe, Surfing, Roller Skating, Foot Bag, BMX racing and the Flying Disk. Although the events are quite entertaining, it isn't quite as enjoyable an experience as the C64 disk version. Still, for eight quid, six events isn't bad value for money.

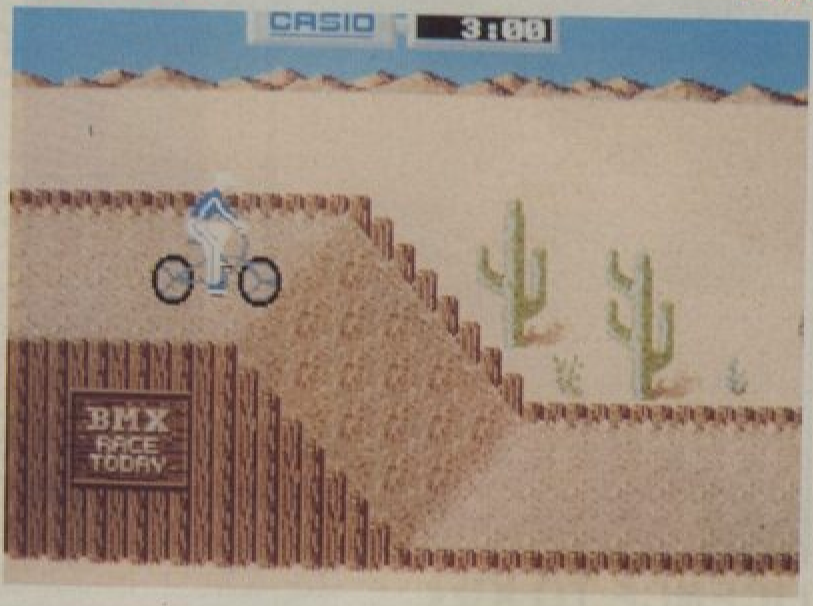
OVERALL 80%

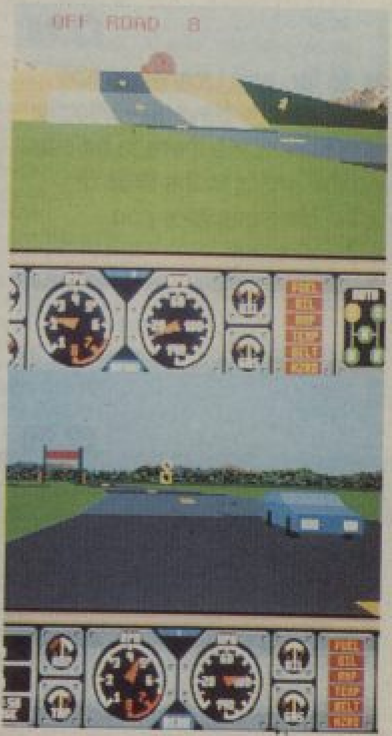
HARD DRIVIN'

RESPRAY £7.99

Take your high-speed revmobile around two tracks in this close conversion of the Atari coin-op. The graphics aren't bad at all, but the gameplay is really repetitive after about ten minutes play. The simple fact is that two tracks just isn't enough for home product. If the coin-op was your bag, I'd recommend you save up for Hard Drivin' 2: Drive Harder. Its track designer and extra circuits make all the difference.

OVERALL 69%





...NEWS FLASH...

...Magic Pockets is coming soon from the legendary Bitmap Brothers. The game features the antics of the Bitmap Kid. whose pockets have extraordinary dimension-warping qualities. which generally means he can pull out all sorts of weird wonderful items. Renegade (the game's publishers backed by Rhythm King records) have even supplied a Betty Boo soundtrack to back the proceedings! From what we've seen, this could be something really special...

Legend Software

VISA

16 Linden Gardens, Chiswick, London W4 2EQ

Fax: 081-995 1325

Telephone: 081-747 4757/081-742 1831

TOP TITLES

TITLE	ST	AMIGA
Half Meg Upgrade	N.A	29.99
3D Construction Kit	25.99	25.99
1 Meg Cricket	N.A	16.99
4D Sports Boxing	16.99	16.99
688 Sub Attack	16.99	16.99
Agony	18.99	18.99
A10 TankKiller	21.99	18.99
Alcatraz	15.99	15.99
Action Station	N.A	18.99
Alien Storm	16.99	16.99
Bandit King Of Ancient China	21.99	21.99
Alpha Waves	15.99	15.99
Armourgeddon	15.99	15.99
Advanced Destroyer Sim (A.D.S)	18.99	18.99
Addidas Golden Shoe	15.99	15.99
Atomic Robo Kid	15.99	15.99
A.W.S.O.M.E.	18.99	18.99
Amazing Spiderman	15.99	15.99
AFT II	15.99	15.99
Blue Max	18.99	18.99
Battle Command	14.99	14.99
Billy The Kid	14.99	14.99
Brat	15.99	15.99
Battle Master	18.99	18.99
Battle Storm	16.99	16.99
Barbarian II (Psygnosis)	16.99	16.99
Back to the Golden Age	16.99	16.99
B.A.T.	22.99	22.99
Battle Hawk 1942	16.99	16.99
Battle Chess	16.99	16.99
Battle Chess II	16.99	16.99
Back to the Future III	15.99	15.99
Blade Warrior	16.99	16.99
Bomber Bob	16.99	16.99
Brain Blaster	16.99	16.99
Betrayal	18.99	18.99
Buck Rogers	18.99	18.99
Chips Challenge	16.99	16.99
Cabal	N.A	14.99
Cybercon III	16.99	16.99
Colditz	18.99	18.99
Chase HQ	14.99	14.99
Chaos Strikes Back	16.99	16.99
Chuck Rock	15.99	15.99
Chase HQ II	14.99	14.99
Captive	15.99	15.99
Carve Up	14.99	14.99
Cruice for the Corpse	16.99	16.99
Crime Wave	16.99	16.99
Cadaver	16.99	16.99
Celica GT 4 Rally	15.99	15.99
Chuck Yeagers ATF	15.99	15.99
Centurion	15.99	15.99
Carthage	16.99	16.99
Corporation	9.99	9.99
Dragons Lair II(Timewarp)	26.99	26.99
Dragon Wars	16.99	16.99
Dynamite Debugger	15.99	15.99
Dragon Lair	26.99	26.99
Dragon Ninja	13.99	13.99
Days of Thunder	15.99	15.99
Dick Tracey	15.99	15.99
Epic	14.99	14.99
ESWAT	16.99	16.99
Euro Superleague	13.99	13.99
F16 Combat Pilot	16.99	16.99
Falcon III	22.99	22.99
F19 Retaliator	14.99	14.99
F19 Stealth Fighter	19.99	19.99
Final Conflict	16.99	16.99
Final Whistle	8.99	8.99
Feudal Lords	16.99	16.99
F117A	21.99	21.99
Fore Play	15.99	15.99
Flight of the Intruder	18.99	18.99
F15 Strike Eagle	18.99	18.99
Future Baseball	16.99	16.99
Gunship 2000	21.99	21.99
Genghis Khan	21.99	21.99
Gettysburg	18.99	18.99
Gauntlet III	16.99	16.99
Gods	15.99	15.99
Golden Axe	15.99	15.99
Golden of the Aztecs	15.99	15.99
Golden Shot	16.99	16.99
Gun Boat	16.99	16.99
Harpoon (1 Meg)	19.99	19.99
Hill Street Blues	18.99	18.99
Hard Drivin II	14.99	14.99
Hawk	19.99	19.99
Heros Quest (1 Meg)	21.99	21.99
Heros Quest (Gremlin)	15.99	15.99
Imperium	16.99	16.99
Immortals	15.99	15.99
Iron Lord	15.99	15.99
International Ice Hockey	16.99	16.99
Indianapolis 500	16.99	16.99
Ishido	18.99	18.99
Ivanhoe	14.99	14.99
James Pond	14.99	14.99
Jupiters Masterdrive	15.99	15.99
Killing Cloud	15.99	15.99
Kick Off II (1 Meg)	15.99	15.99

TOP TITLES

	AMIGA	ST
Kick Off (Half 1 Meg)	12.99	12.99
Lemmings	15.99	15.99
Lost Patrol	14.99	14.99
Line of Fire	16.99	16.99
Loom	18.99	18.99
Last Ninja III	15.99	15.99
Leisure Suit Larry III	21.99	21.99
Lotus Esprit	15.99	15.99
M1 Tank Platoon	19.99	19.99
Magnetic Scroll	18.99	18.99
Metal Master	15.99	15.99
Mad Professor Moriarti	15.99	15.99
Midnight Resistance	14.99	14.99
Midwinter	19.99	19.99
Midwinter II	19.99	19.99
Moonshine Racers	15.99	15.99
Myth	15.99	15.99
Mystical	15.99	15.99
Mig 29 (Fulcrum)	21.99	21.99
Monkey Island	16.99	16.99
M.U.D.S.	15.99	15.99
Murder	16.99	16.99
Nam 1965 - 1975	18.99	18.99
Narc	14.99	14.99
Nightshift	16.99	16.99
Nightbreed (Arcade)	14.99	14.99
Navey Seals	14.99	14.99
Nightbreed (Adventure)	14.99	14.99
Neverending Story II	16.99	16.99
Ninja Remix	14.99	14.99
Nitro	15.99	15.99
Obitus	21.99	21.99
Operation Stealth	16.99	16.99
Operation Thunderbolt	14.99	14.99
Pang	14.99	14.99
Predator II	15.99	15.99
PGA Tour Golf	16.99	16.99
Plotting	14.99	14.99
Panza Kick Boxing	16.99	16.99
Puznic	14.99	14.99
Paradroid 90	16.99	16.99
Populous + sim City	21.99	21.99
Powerhouse	18.99	18.99
Price of Persia	15.99	15.99
Rainbow Islands	14.99	14.99
Renegade (Coin Op - Hits)	14.99	14.99
R - Type	16.99	16.99
Rick Dangerous II	16.99	16.99
Robocop	13.99	13.99
Robocop II	14.99	14.99
Rogue Trooper	14.99	14.99
Savage Empire	19.99	19.99
Star Trek V	16.99	16.99
Shadow Warrior	14.99	14.99
Sim Earth	16.99	16.99
Star Control	16.99	16.99
Super Cars II	15.99	15.99
Shadow of the Beast II	15.99	15.99
Shadow Dancer	16.99	16.99
Sly Spy	14.99	14.99
Ski or Die	16.99	16.99
Space Age	26.99	26.99
Speedball II	15.99	15.99
Snow Joke	15.99	15.99
Spider II	15.99	15.99
Super Off Road Racing	15.99	15.99
Super Monaco	16.99	16.99
Switch Blade II	15.99	15.99
Spindizzy Worlds	16.99	16.99
Supremacy	19.99	19.99
SWIV	15.99	15.99
Team Suzuki	15.99	15.99
Team Yankee	19.99	19.99
Teenage Mutant Heros	16.99	16.99
The Punisher	16.99	16.99
Rainroad Tycoon	19.99	19.99
Test Drive III	15.99	15.99
Their Finest Hour	19.99	19.99
Torvak the Warrior	15.99	15.99
Toki	14.99	14.99
Total Recall	14.99	14.99
Tournament Golf	16.99	16.99
Turrican	14.99	14.99
Turrican II	15.99	15.99
Ultimate V	18.99	18.99
Ultimate Ride	16.99	16.99
UNS II	18.99	18.99
UN Squadron	15.99	15.99
USS John Young	16.99	16.99
Vaxine	15.99	15.99
Vendetta	16.99	16.99
Viz	15.99	15.99
Voodoo Nightmare	15.99	15.99
Wings (Half Meg)	18.99	18.99
White Death (1 Meg)	18.99	18.99
Warlock the Avenger	14.99	14.99
Wonderland	18.99	18.99
Wolfpack	18.99	18.99
Wrath of the Demos	18.99	18.99
Wreckers	15.99	15.99
Xiphos	16.99	16.99
Z Out	16.99	16.99
Ziltrax	16.99	16.99

COMPILATIONS

HOLLYWOOD COLLECTION
Robocop, Ghostbusters 2, Indiana Jones, Batman The Movie
ALL FOUR GAMES FOR ONLY £17.99

POWER PACK
Xenon 2, TV Sports Football Football, Bloodwych and Lombard Rally
ALL FOUR GAMES FOR ONLY £15.99

TNT
Hard Drivin, APB, Xybots, Toobin and Dragon Spirit
ALL FOUR GAMES FOR ONLY £15.99

LIGHT FORCE
Bio Challenge, IK+, Voyager and R-Type
ALL FOUR GAMES FOR ONLY £14.99

FUN BOX
Kult, Purple Saturn Days, Hostages and OpNepture
ALL FOUR GAMES FOR ONLY £15.99

MASTER MIX
Super Wonderboy, Turbo Outrun, Dynamite Sux, Thunderblade and Crackdown
ALL FIVE GAMES FOR ONLY £16.99

PLATINUM
BlackTiger, Strider, Forgotten Worlds and Ghouls and Ghosts
ALL FOUR GAMES FOR ONLY £16.99

PLATINUM
BlackTiger, Strider, Forgotten Worlds and Ghouls and Ghosts
ALL FOUR GAMES FOR ONLY £16.99

HEROS
Barbarian 2, Running Man, Star Wars, and Licence to Kill
ALL FOUR GAMES FOR ONLY £16.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf and Batman Caper
ALL FOUR GAMES FOR ONLY £17.99

WHEELS OF FIRE
Hard Drivin', Chase HQ, Powerdrift and Turbo Outrun
ALL FOUR GAMES FOR ONLY £15.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars and Arkanoid
ALL FOUR GAMES FOR ONLY £14.99

EDITION ONE
Double Dragon, Xenon, Gemini Wing and Silkworm
ALL FOUR GAMES FOR ONLY £15.99

SOCCER MANIA
Football Manager 2, Gazza's Soccer, Microprose Soccer and Football manager 2 World Cup Edition
ALL FOUR GAMES FOR ONLY £16.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One
ALL SIX GAMES FOR ONLY £17.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer
ALL FIVE GAMES FOR ONLY £17.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase
ALL FIVE GAMES FOR ONLY £12.99

COMPUTER HITS VOL 2
Tetris, JoeBlade Golden Path and Black Shadow
ALL FOUR GAMES FOR ONLY £12.99

MIND GAMES
Austerlitz, Waterloo and Conflict in Europe
ALL THREE GAMES FOR ONLY £14.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages
ALL TEN GAMES FOR ONLY £16.99

FIST OF FURY
Dynamite Dux, Shinobi, Ninja Warriors, Double Dragon II
ALL FOUR GAMES FOR ONLY £16.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase HQ, Turrican
ALL FIVE GAMES FOR ONLY £17.99

BUDGET TITLES

	ST	AMIGA
Oditus (Pysg)	N.A	14.99
Awesome	N.A	14.99
Sherman M4	6.99	6.99
Cult	6.99	6.99
Trivial Persuit	N.A	8.99
Photon Paint	N.A	8.99
Super Hang On	6.99	6.99
Afterburner	6.99	6.99
R-Type	6.99	6.99
Batman Caped Crusader	6.99	6.99
Last Ninja II	6.99	6.99
Thunderbird	6.99	6.99
Blasteroid	6.99	6.99
Vigilante	6.99	6.99
Road Blaster	6.99	6.99
WC Leaderboard	6.99	6.99
Gauntlet	6.99	6.99
Barbarian II	6.99	6.99
Axel Magic (Hammer)	6.99	6.99
Old Run	6.99	6.99
Silk Worm	6.99	6.99
Double Dragon	6.99	6.99
Afterburner	6.99	6.99
Wizball	6.99	6.99
Arkanoid II	6.99	6.99

	ST	AMIGA
Future Bike	6.99	6.99
Hong Kong Phoey	6.99	6.99
Michael Jackson Moonwalker	6.99	6.99
Centrefold Squares	6.99	6.99
Delux Strip Poker	6.99	6.99
Daily Double Horse Racing	6.99	6.99
Colossus Chess	7.99	7.99
Tank Attack	7.99	7.99
Shadow of the Beast	8.99	8.99
Hawkeye	N.A	7.99
Carrier Command	N.A	8.99
Crazy Cars	6.99	6.99
Continental Circus	6.99	6.99
Hitch Hikers Guide to Galaxy	8.99	8.99
Leather Goddess of Phobos	8.99	8.99
Zork 1	8.99	8.99
Cosmic Pirates	6.99	6.99
Colorado	6.99	6.99
Xenon	8.99	8.99
Operation Wolf	6.99	6.99
Defender of the Crown	8.99	8.99
Forgotten Worlds	6.99	6.99
Switch Blade	6.99	6.99
Speedball	8.99	8.99
Daley Thompson Olympic Chall	6.99	6.99

0898 2434228 24 HOUR CREDIT CARD LINE

Please make Cheques and P.O's payable to Legend Software

Computer ______________________

Title	Price	Title	Price

Access ☐ Visa ☐

Date ______________________

Name ______________________

Address ______________________

Postcode ______________________

Telephone ______________________

OPENING HOURS
10am - 6pm
Mon - Sat

ATTENTION SEGA ADDICTS!

THE FIRST COMPLETE GUIDE TO THE SEGA IS HERE

The **definitive complete games guide with every title individually reviewed and rated.**

- **Loads of incredible reviews, tips, news, etc...**
- **Amazing exclusive Sega preview games list**

Everything you ever wanted to know about the Master System, the Megadrive PLUS a superb game gear profile

A MUST FOR ANY SERIOUS SEGA OWNER!



All 100% SEGA
All this for only £2.95!

Available in all good newsagents now!!

But if you only live near bad newsagents, you can order one direct from us by filling out the coupon below and sending it to:

Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

OOOH! QUICK! Send me a copy of the complete guide to SEGA because I'm really desperate! I enclose a cheque/postal order for £3.45 (£2.95 + 50p post and packing) made payable to Computer & Video games. Overseas orders send £5.00 cash (UK Sterling only)

Name...

Address ....

....

SPECTRUM BYTESIZE

Speccy owners once again get a whole load of budget re-releases doled out in their direction. There's the usual mix of beat 'em up and blasting action, and even James Bond too! Richard Leadbetter heads off to Spectrumsville.

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN **£2.99**

Six different types of pulse-racing Darts action can be yours with the aid of this Zeppelin release. As well as the bog standard 501 Championship Darts, there's Shanghai, Football (?), Dart Bowls, Ten Dart Century or Scram. Though the gameplay is pretty simplistic, and the duel against Jocky himself is a tad disappointing, this darts game isn't bad.

OVERALL 71%

DRAGON NINJA

HIT SQUAD **£2.99**

Dragon Ninja is yet another opportunity to roam baddie-infested streets, beating up all and sundry with your hands, fists or any other lethal weapons you come across. Dragon Ninja is a definite improvement over the lacking Double Dragon, and isn't a bad purchase for Speccy beat 'em up addicts.

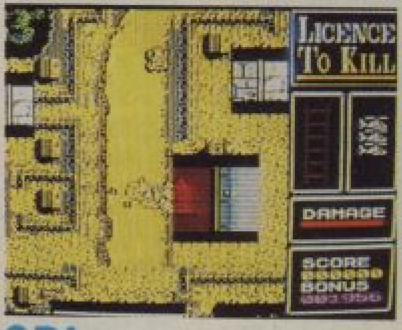
OVERALL 73%

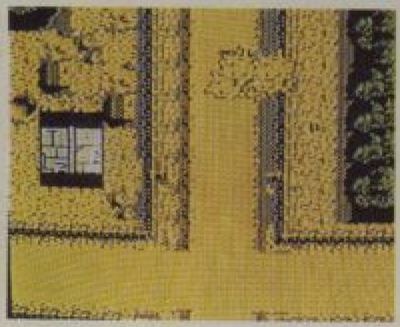
LICENCE TO KILL

HIT SQUAD **£2.99**

One of the better 007 Domark excursions, Licence to Kill offers would-be members of the Secret Service the chance to take out a drug baron across several levels of vertically scrolling annihilation. Licence to Kill is quite an addictive little number, but the monochromatic graphics cause the baddies' bullets to become almost invisible on some levels. If you're a Bond fan, you'll doubtlessly love this. Others may be put off by the frustrating gameplay.

OVERALL 73%



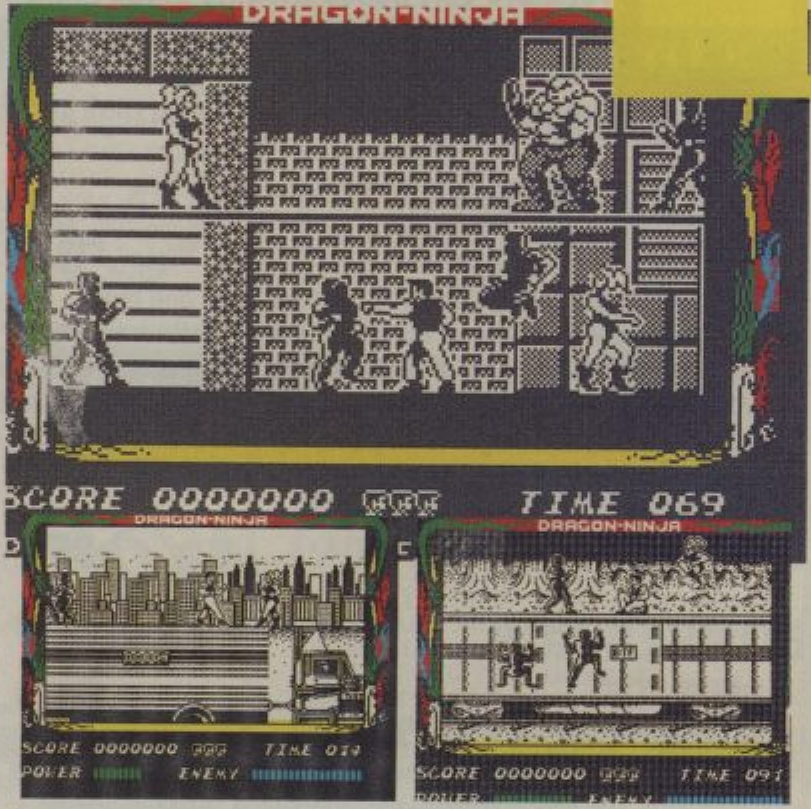


SDI

HIT SQUAD **£2.99**

The end of the world is nigh! Well, it is unless you and your laser-armed SDI satellite can annihilate all of the enemy missiles streaking towards friendly territory. SDI is a conversion of a startlingly boring Sega coin-op, and this game simply fails to strike home in the entertainment stakes. I can't really recommend this much at all I'm afraid.

OVERALL 59%



SKULL AND CROSSBONES

DOMARK **£10.99**

Ha-harrrr me laddie! Shiver me timbers, etc etc. If you didn't get the idea from that unoriginal and lacking intro, Skull and Crossbones is a scrolling beat 'em up based around pirates. The coin-op, like this conversion, borders on the average, so if I was you, I'd save the eleven quid for something better. Let's hope that future conversions are far superior.

OVERALL 57%



NEWS-FLASH

...Coming soon to a Spectrum near you, courtesy of Domark: Hydra. If you didn't know this is a 3D aquatic blast in the Roadblasters mould. In fact, check out the 16-bit review on page 44, and the update in the next issue of CVG...

...Nearer Christmas time, look out for Domark's conversion of Atari's Pit-Fighter coin-op. This one-on-one beat 'em up featured superb digitised graphics and sound, and rumour has it that conversion house Teque have even managed to get in the screen zoom-in, which it's said even the programmers of the Megadrive version couldn't include...

BYTESIZE GAME BOY

Yet more cart-based frivolity of the hand-held variety this month, with the advent of one of the best Gameboy carts ever to hit the streets! Interested? Richard Leadbetter tells all...

CHESSMASTER
NINTENDO **£19.99**

The first chess game on the Gameboy turns out to be one of the best in existence! With computer opponents ranging from mega-thick to Einstein level, there's plenty of lasting appeal. The graphics work exceedingly well and there's even sampled speech! There are billions of options too, including a battery back-up option to save off your game. If you've got even the slightest interest in chess, Chessmaster is the one for you.

OVERALL 96%

BOMBER BOY
HUDSON SOFT **£19.99**

The HIT!-rated PC Engine Bomber Man hits the Gameboy - and there's even a new game (the eponymous Bomber Boy) thrown in for good measure. The action is pretty straightforward. Just run around a maze, blowing up creatures with the aid of your bombs and the various power-ups available. Bomber Boy is a very addictive little number and good value for money, so what are you waiting for?

OVERALL 82%

GREMLINS 2
SUNSOFT **£19.99**

Gizmo's back - and this time he's taking no crap. His general aim in this conversion of the movie is to roam the eight-way scrolling platform area picking up extra weapons and blatting those evil little Gremlins (and the evil big ones at the end of each level). Gremlins 2 is a tough game all right, with very challenging gameplay and very difficult bosses. The graphics and sound are great, but with the amount of platform games available, it's very unoriginal.

OVERALL 80%

MICKEY MOUSE 2
NINTENDO **£19.99**

Yet more platform malarkey on offer here in this Gameboy licence of everyone's favourite Disney rodent. The action is pretty limited. Just guide Mickey around the platform area opening doors and collecting keys. The graphics are fine, but unfortunately the scrolling is mega-jerky and the gameplay itself can hardly be described as addictive or compelling. Put simply, Mickey Mouse 2 is a pretty lacking effort. Leave well alone.

OVERALL 51%



FASTEST LAP
NINTENDO **£19.99**

It's time to dart around an overhead eight-way scrolling course, overtaking other cars with the express purpose of winning the race. Fastest Lap has got some excellent static graphics, but the in-race visuals are rather lacking. Come to think of it, that last comment applies to the race action as well. If it's high-speed thrills 'n' spills you're after, check out the likes of F1-Race before setting eyes on this lacklustre effort.

OVERALL 62%





...NEWS FLASH...

...Available in all Gameboy stockists now (try out Boots first) - the all-new Gameboy carry case! Cast in robust, rugged plastic it protects your Gameboy, leads and six game paks from the rigours of the outside world. Retailing at £9.99, it's a tad on the pricey side for a bit of moulded plastic, and some nice, soft material inside would've helped cushion the Gameboy when it gets buffeted about...

...News reaches us from Japan of a special NES Gameboy converter cart! The device itself is shaped like any other Nintendo cart, apart from the fact that there's a small slot in it that takes your Gameboy cart. The Nintendo then plays the game as normal, only this time the action's displayed in black and white on your TV screen! Good, huh?

GAMES GALORE

BEST PRICES IN THE U.K.

46 a SYON LANE OSTERLEY MIDDX 081 572 0990

JAP MEGADRIVE

FINAL BLOW ESWAT HELL FIRE MOONWALKER WHIPRUSH GHOSTBUSTERS SPACE HARRIER SHADOW DANCER GYNOUG SUPER LEAGUE BASEBALL DARWIN 4081 DJ BOY WONDERBOY III CRACK DOWN.................ask for full list available !!!!!!

MICKEY MOUSE 22.79

19.99

NES CONSOLES

ADVENTURES OF LINKS BATMAN BIONIC COMMANDO DAYS OF THUNDER DOUBLE DRAGON II DEFENDER OF THE CROWN DUCK TALES GUANTLET 2 GREMLINS II ROBOCOP LEGEND OF ZELDA MEGA MAN II SUPER MARIO BROS II

36.99

MASTER SYSTEM

CYBORG HUNTER FANTASY ZONE BLACK BELT CHOPLIFTER WANTED ACTION FIGHTER GREAT GOLF GREAT BASKETBALL ZILLLIO II ZILLION WORLD GAMES KUNG FU KID QUARTET ITALIA 90 FANTASY ZONE The Maze GLOBAL DEFENCE GREAT SOCCER GREAT BOXING ASTRO WARRIOR

We have excellent stocks

19.79

GAMEBOY

AMZING SPIDERMAN BASES LOADED BATMAN BURGERTIME DELUXE BOXXLE BUBBLE GHOST BUBBLE BOBBLE BUGS BUNNY BURAI FIGHTER CASTLEVANIA CATRAP CHASE HQ CHESS COSMO TANK CYRAID DEAD HEAT SCRAMBLE DUCK TALES DRAGONS LAIR DOUBLE DRAGON FIST OF NORTH STAR HARMONY GREMLIN GHOSTBUSTERS HAL WRESTLING KUNG FU MASTER

18.79

NES CONSOLES

BAD DUDES BAYOU BILLY MEGAMAN DOUBLE DRAGON GHOSTBUSTERS 2 IRON SWORD JACK NICLAUS GOLF METAL GEAR SILENT SERVICE TURBO RACING WORLD WRESTLING TEENAGE MUTANT HERO TURTLES

WE HAVE GOOD STOCKS

32.99

MASTER SYSTEM

CLOUD MASTER TIME SOLDIERS R TYPE AFTER BURNER GOLDN AXE GALAXY FORCE REGGIE JACKSON BASEBALL MONOPOLY SHINOBI RAMPAGE BOMBER RAID ROCKY OUT RUN BATTLE OUTRUN FANTASY ZONE II RASTAN Ys DOUBLE DRAGON ALEX KIDD MIRACLE WORLD ALIEN SYNDROME ALTERED BEAST WONDERBOY III DYNAMITE DUX MIRACLE WARRIOR

20.79

GAMEBOY

LOCK N CHASE LOOPZ MEGAMAN NBA ALLSTARS NEMISIS NFL FOOTY PACMAN PAPERBOY PIPEDREAMS POWER RACER R TYPE ROBOCOP RADAR MISSION ROLANS CURSE SERPENT SHANGHAI SKATE OR DIE SNOPPYS MAGIC TURTLES KLAX FISH DUDE WWF WRESTLING GOLF REVENGE OF THE GATOR RESCUE OF PRINCESS SUPER MARIO DR MARIO WIZZARDS AND WARRIORS GODZILLA

ask for updated list... its growing everyday

NES CONSOLES

BLACK MANTA BLADES OF STEEL CASTLEVANIA DUCK HUNT PINBOT FAXANADU FESTER QUEST TOPGUN GUMSHOE GOONIES II METROID NINTENDO WORLD CUP RAD RACER PROBOTECTOR PRO WRESTLING RAD GRAVITY RC PRO AM RUSH N ATTACK SIMONS QUEST SOLAR JETMAN STEALTH AFT TRACK N FIELD II

FOUR PLAYER LINK ONLY

27.99

WE ALSO STOCK NES TITLES PRICED AT ONLY 22.99 and 18.49

ATARI LYNX

BLUE LIGHTNING CHIPS CHALLENGE ELECTROCOP GUANTLET 3 PAPERBOY RAMPAGE GATES OF ZENDECON RYGAR ROADBLASTERS ROLLING THUNDER SLIMEWORLD ZOLAR MERCENARY XENOPHOBE SHANGHAI

BEST UK PRICES 19.99

CONSOLE MADNESS

SEGA MASTER SYSTEM	54.99
SEGA MASTER PLUS	72.99
SUPER FAMICOM	274.50
NINTENDO GAMEBOY	64.99
SEGA GAMEGEAR	86.99
NINTENDO ACTION SET	98.50
ATARI LYNX II	79.50

BEST PRICES IN THE U.K.

WE TURN PRICES ON THEIR SIDE !!

CONSOLE MADNESS

JAPANESE MEGA DRIVE

99.95

NO GAME : UK TV SYSTEM

ACCESSORIES

MEGA DRIVE JAP ADAPTOR 8.99 LYNX KIT CASE 8.99 POUCH 6.99 LYNX CIG ADPT 8.99 SUN VISOR 4.99 SCART LEADS 6.99 PERS STEREO HEADPHONES 1.29 SEGA POWER BASE CONVERTER 26.99 CONTROL PAD 12.99 GAMEBOY GAMELIGHT 7.99 MAGNIFER 6.99 NES 4 SCORE 27.99 DOUBLE PLAYER REMOTE 44.99 ADVANTAGE 37.99

This is only a small selection of products we have availabe

POSTAGE AND PACKING : SOFTWARE 1.00
ACCESSORIES 1.50 : CONSOLES 5.00
CHQ : POSTAL ORDERS PAYABLE TO :

GAMES GALORE

VISA ACCESS

YOUR COMPLETE ENTERTAINMENT SUPPLIERS

REVIEW

SEGA **£29.99**

BY SEGA

The evil god of destruction, Bios, has risen from the flaming fields of Hell and is bent on wreaking havoc to our fair and pleasant galaxy! Only one man is capable of massing enough fire-power to do away with the evil Bios, and that guy is Guy (if you get my meaning). He enjoys blowing things up (well, it's a hobby) and sees Bios' intrusion into our dimension as a good excuse to kick some demonic ass.

So, pausing only to pick up his anti-gravity belt buckle and massive double-barreled laser shotgun, Guy flies out into the unknown ready to do battle with Bios. The only problem is that as Guy scrolls horizontally through each level, Bios' satanic minions arrive, ready to give Guy a laser blast that'll send him to oblivion!

Thankfully, Guy's made of pretty stern stuff and can withstand plenty of hits before he meets his maker! The only problem is that at the end of each level, Bios has deposited a massive trainee god, and Guy's laser skills are tested to their limits in order to bring these oversized minions to photon justice!



◄ It's all go for our heroes as they take on all manner of nasties. Lucky they've got a handy corner shop and a few quid to spend, eh?









FORGOTTEN COIN-OPS

Forgotten Worlds is something of a landmark in Capcom history. It was the first coin-op to use their CPS arcade system, and all of their subsequent coin-ops (UN Squadron, Strider, Street Fighter 2, Final Fight et al) are based around this powerful design. But did you know that Forgotten Worlds is actually called Lost Worlds in Japanese arcades (now, not a lot of people know that). The coin-op is different from this conversion in that it boasted simultaneous two-player action and different routes through each level (some routes were either more dangerous or provided more money to pick up in the form of vanquished monsters).



In my view, there aren't really that many Master System shoot 'em ups that hit the mark, and Forgotten Worlds doesn't do much to redress the balance. The scrolling's fine and the graphics are quite close to the coin-op's (apart from the slightly dinky sprites), and the gameplay is quite entertaining with lots of explosive action and some good power-ups. Unfortunately, there is something seriously wrong with the sound. The coin-op's tunes were pretty naff to begin with, but these Sega renditions are just completely dire with some very bizarre booming "bass lines" (I use the term very loosely) and irritating tinkling noises. If you can put up with this just for one minute, you're seriously deranged. Turn the volume down and Forgotten Worlds boils down to being a pretty average blast. But worry not Sega blasting fans, I've seen a preview of Mirrorsoft's Xenon 2 and that looks rather special indeed...

RICHARD LEADBETTER

HIGH CALIBRE SHOPPING

In amongst the blasted entrails of vanquished meanies, Guy collects money. The local currency in this and other Capcom games is Zenny, and at the shop located at the middle of each level, this can traded in for better weapons. Also, medi-kits can be bought to heal those wounds and resurrection potions are also a must should Guy bite the dust.







◄ Here are a few tasty goodies ...

FLASK
This potion of resurrection grants you an extra life, at the cost of 3000 zennies.

LASERS

There are three types of laser, ranging from wimpy shooters to spiffy weaving blaster.

ROCKET

Well worth the 5000 zennie asking price, heat seeking missiles are a bit of a bargain - and great fun to boot!

UPDATE

Forgotten Worlds has been out on all the computers for a year or two (conversions were by US Gold), and a Megadrive version has been officially available since before Christmas.



SATELLITE ANNIHILATION

At the shop, Guy can increase his blasting prowess by purchasing a satellite. These seemingly innocuous devices come in many different forms including ground-annihilating napalm and auto-tracking missiles! This is all in addition to the massive cannon that the hunky hero carts around on his mission.



There's no doubting that the Sega is short of good shoot 'em ups and while Forgotten Worlds looks smart it's just not that much fun to play, so as Rich says, it doesn't really improve the situation. The coin-op was hardly a classic, and this version doesn't even have the major plus-point of the two player option. The sprites are really great, looking like smaller versions of the graphics in the Megadrive game, but unfortunately, they are the game's only asset worth mentioning. It's not that the game is bad as such, it just, well, doesn't pack much of a punch. If you liked the arcade game you'd more than likely get a few thrills out of this, but otherwise you'd probably be happier playing the Sega version of R-Type, which was much more impressive and enjoyable.

PAUL GLANCEY





ROTATO-BLAST

In the arcades, Forgotten Worlds was distinctive because of the strange joystick controls. The stick could actually be twisted through 360 degrees thus enabling the main sprite to fire in one direction and move in another. Of course, the Sega hasn't got a rotating stick, so instead the A and B button are used to spin Guy either clockwise or anti-clockwise. A button to fire all of the weapons systems isn't required, because the game has an auto-fire built in!

GRAPHICS	88
SOUNDS	55
PLAYABILITY	80
LASTABILITY	70
OVERALL	75

YOUR OWN

ARC





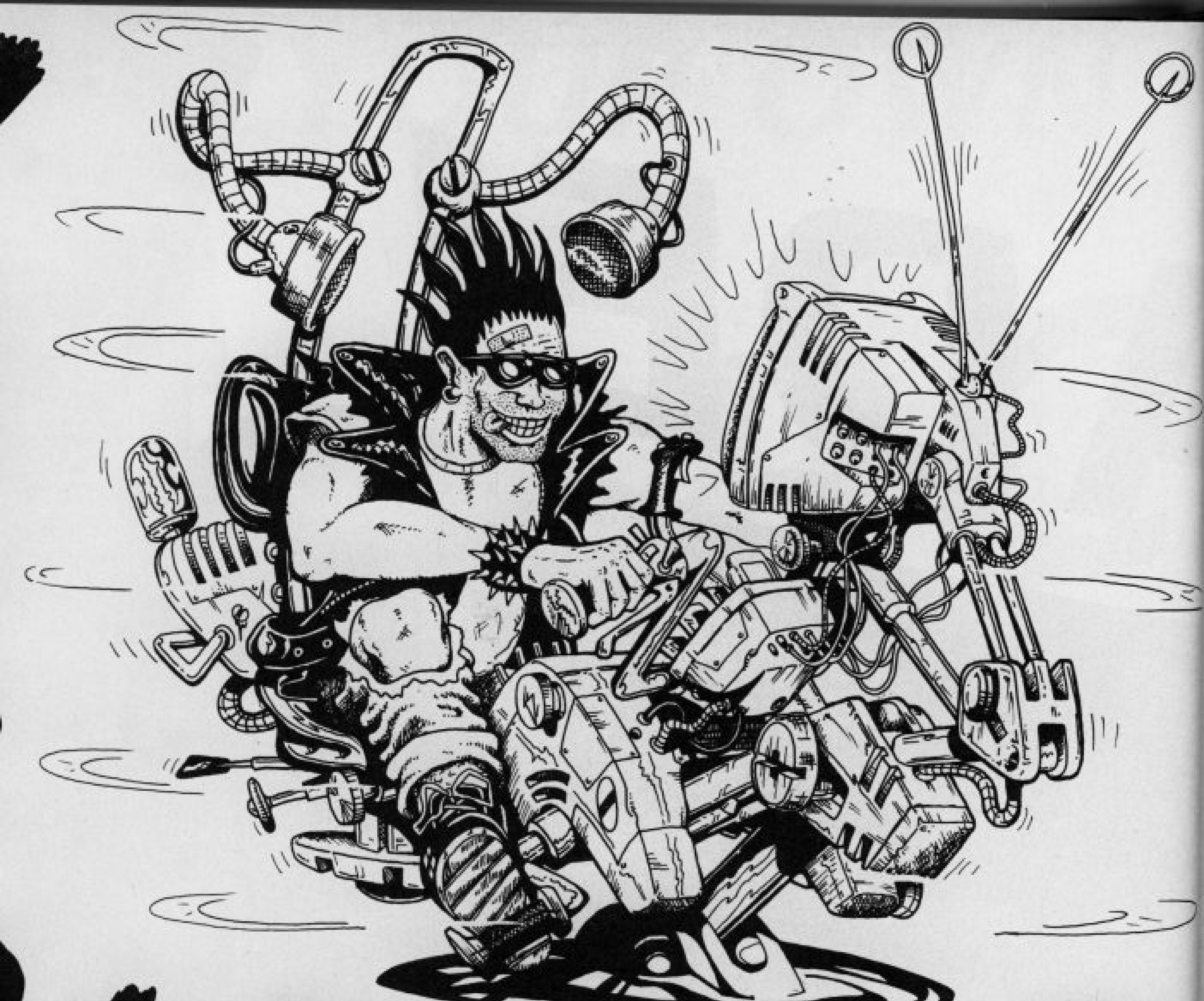
The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.



ADE!
LYNX
OPTION 1
RESTART
FLIP
OPTION 2
A
B
Electrocop
GATES OF ZENDOCON
CHIPS CHALLENGE
RoadBlasters
KLAX
Ms. PAC-MAN
SHANGHAI
RYGAR
ROBO-SQUASH
ATARI
FROM £79.99
Please send me more details about the Lynx, its peripherals and other Atari products.
NAME
ADDRESS
POSTCODE
CVG 07/91
Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ
LYNX

YOBS MAILBAG



Yeehaa! The Mailbag was full to bursting this month, which cheered me up so much I had to go off and fight with the milkman to put myself in the right mood to deal with you lot. Now I've turned sour again and need a few good laffs to glower over. If you think you're up to the mark, drop me a line at I'M FUNNY I AM, YOB'S HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The best letter wins £100, but nobody scoops it this month because they're all crap...

IT AIN'T SHAKESPEARE, BUT...

Dear YOB,

I have written in to publicly mock and cast down Allan "I'm a pleb" Brownie's pathetic attempts at poetry. To make up for his generally crap rhymes I have written one of my own.

YOB, as he scours the mail,
Stops and then lets out a wail,
"If Brownie don't stop,
Sending me this trollop,
Then to the floor, his head I will nail."

Not bad eh?

P.S. I have an Amiga and a Gameboy and am proud of them both.

Mr Anonymous, Nowhere Land

YOB: There was a young lad from Nowhere
Whose poems were full of hot air
He tried to impress
But forgot his address
Now he looks a right prat, so there!

MORE GRIPES, GROAN!

Hi YOB,

I'm writing in to gripe about such no-hopers as Guy Simms (Muhmud Ahmud's "friend", ish 110) who's got some funny idea that the Megadrive has better graphics and sound than the Amiga. He's not completely wrong, but he sure as hell isn't right either. On the graphics side, the Amiga has a palette of 4096 colours (in low-res mode and the A2000/A3000 can produce 16 million colours with special chip). The Megadrive's palette is somewhere between 512 and 1024, nowhere near the Amiga's. On the other hand the Megadrive manages 12 channel stereo sound compared with the Amiga's 4, even though Amiga sound has better performance.

Enough of that, though. The only reason that the Megadrive has better games is because it is a console and designed specifically for games, not because it has better capabilities. I think Amiga programmers around the globe should pick up their act and start producing briliant arcade-style games and perfect conversions the Amiga is capable of. James Pond and Turrican are prime

examples of what they should be doing, though I think they could have been even better if the programmers utilised the full European 320x256 resolution instead of the American 320x200. A good way to start the ball rolling would be to port over a few original Megadrive games (Super Shinobi, Thunderforce III) instead of porting from the inferior ST with inadequate changes.
Mr Wizard Man, Canberra, Australia.
YOB: Your letter is a triumph of ignorance over fact. First of all, have you seen a recent Amiga game using the 4,096 colour HAM mode? Because of technical reasons your brain cell couldn't cope with, most games have only 16 colours on-screen at once. But what's all this "better performance" Amiga sound garbage? The Amiga can only play samples, whilst the Megadrive can synthesize it's own noises and play samples. The Megadrive plays better games because it was designed to play games, and thus does have "better capabilities" (custom graphics and sound chips and better, faster hardware scrolling for starters). Oh and while we're at it, The size of Turrican and James Pond's screen has nothing to do with US or European screen sizes. In fact, the REAL reason is the fact that the Amiga couldn't update the screen as fast if the play area was bigger - so there! I'm not putting the Amiga down, 'cause it does have some games that will never appear, or be bettered, on the Megadrive. Indeed, some Amiga games are actually better than the Megadrive versions (Rainbow Islands and James Pond, for example). I just can't stand a smartass who gets all his facts wrong, so stick that up your Aussie bum and smoke it.



A VIEW ON REVIEWS

Dear YOB,

Here is my guide to a good review (answering last month's letter from Jon Lindsey).

1. Make sure the first one or two paragraphs give the outline to the game.
2. Say roughly how to play the game.
3. Give a few views on the game (not too opinionated).
4. Add a few paragraphs of "nice touches" the game includes.
5. Give your own personal view of the game.
6. Give a rating (graphics, sound etc shouldn't come into it to much. Playability and lastability are much more important).
7. Unless real, make no imaginary Ed remarks. **(Like this one? - ED)**, don't completely rave about a game (even if it is excellent) and remember a game always applies to someone. **(Eh? - ED)**

Robert Walker, Hillingdon, London
YOB: So that's how to write a spiffy games lowdown, eh Bob? What does it look like we're doing on the Review pages? Hanging out Auntie Dot's laundry? Doing the Sunday Times crossword in Swahili while standing on our heads? I dunno, there's just no pleasing some people. As for those - Ed remarks: Tim's real enough, but I reckon you're a work of fiction dreamed up by somebody just to cheese me off on a Monday morning. Talking of which...

HA! HA! WHO?

Dear YOB! Ah Ah!

Ho ho ho! MR STOOL HEAD HERE! How are doing... get it? Har har har! Well, joking a-side... get it? Har har har! Yer know Saddam sent out his kid to fetch him a bag from the bottom of his garden. He came back and said "There's no Bagdad"... har har har. Knock, knock... Doctor... get it? Har har har! Gibber gibber! Where does a frog go on its holidays? Ah Ah! New York. Har har har. Why did the girl fall off the swing? Ah ah! 'Cause she didn't have any arms! Har har. Well, that's all from me, good ol' Mr Stool Head. Ah ah!
Good Ole Mr Stool Head, Bevere, Worcester.
YOB: See what I mean? This is what happens when you use too much Vicks' Vapo Rub and don't have a cold. I wanted to make this star letter, but there's no address to send the cash to. Har! Har! Har!

COME ON FOLKS, PLAY THE GAME!

Hey YOB!

I'm writing to you on a subject that happens to be very close to Jazza's heart - the amusement arcades. I've noticed how that's a bad word with parents nowadays. At least, in Britain. In Japan there's no problem. In fact, going down to the local amusements is likely to be a family outing - you can see Japanese tourists here in the summer taking their kids for a shot on the vids. So why is it taboo here? Ask the parents.
"It's a waste of money."
I don't know about you, but I think twenty-pee for anything up to twenty minutes of vid-bashing (if you're good) sounds perfectly reasonable to me - and I'd certainly rather play a coin-op than smoke the equivalent number of cigarettes.
"It's anti-social"
Sorry, parents. You're wrong on this one. I love to meet mates for a go on the latest two, three, or even four-player machine. The arcades are a great place to make new friends too. If you see someone playing a two-player game alone, of course you're gonna join them - having to work as a team with a stranger will bring out the best in you. I've quite a few friends I've made that way.
"You'll get addicted"
Yeah, sure it's addictive. It's meant to be. Addiction to the vids doesn't mean you're a moron who whops all his dosh down the coin slots as soon as he gets it - look at Jaz!

So why do parents think that the arcades are a den of sin? As far as I can see, they tend to think of amusements as dark, smokey places with people pushing drugs in corners, whereas the truth is that most modern arcades are clean no-smoking zones bustling with happy players.

So come on parents, wise up!
David Black, Inverness.
YOB: You may be a boring old fart Dave, but you're right of course. In the past it's true that your local vid game emporium left much to be desired, but the new breed of arcade owners have really cleaned up their act. Some of them are now so well run I almost feel out of place...



GIZZA JOB, GO ON...

Dear YOB,

I'm thinking of a career in publishing and I wondered how you lot got started in CVG. Did you just have loads a' dosh or did you...? How?

Another thing: I don't think your new-look is as good as the old one. But don't get me wrong, I still make it the premiere choice on the shelf along with MEAN MACHINES.

Oh yeh, can you remember the very first CVG? The front cover read "HIT THE BEACHES WITH BATTLESHIPS". Those were the days eh? Only £1.00 for your CVG...
M Walton, Oxford.
YOB:How did we all get jobs? That's a good one. I was delivered to the CVG offices by mistake with the Wednesday morning mail after falling asleep in a post box. I'd opened a few of the letters, formulated suitable replies and the crew were so impressed they gave me the tea cupboard to live in. Jaz got his job for setting the all-time high score on Lawnmower Simulator in a Aberystwyth fish and chip shop while waiting for his saveloy. Paul was employed on the strength of his incredibly trendy pocket organiser, Rich got his job because we couldn't bear to unleash his quiff on anyone else and Jon got his due to his incredible talent for lurking in dark corners and barking at anyone who comes close. As for Tim, God knows why they employed him. By the way, the first CVG had Space Invaders on the cover (it was a type-in listing for the Nascom), and it only cost 85p. Mind you, that was in 1981...

FACTS AND FIGURES

Dear Yob,

I am writing a review on your Mail Bag, and here it is...
Drawings: 85%
Remarks: 98%
Boredom: 1%
Lunacy: 60%
Crapness: 0%
Funkyness: 90%
YOBness: 100%
Worth of Cost:
£1,000,000,000,000
Overall: 99%
So there you have it. Your Mail Bag is totally brilliant. Now please can I have that £100?

Daniel Jones, Clwyd, Wales.

YOB: Your chances: 00%

FAB FROM THE MEGA MAN

Dear YOB,

After reading the third magazine since the first new-look issue, I felt I had to write and air my views. Firstly, I think that CVG is resting on its laurels. As it is the best-selling magazine of its type, it doesn't need to attract more readers by recommendation and, as a result, standards have slipped. However, it appears that an attempt to gain customers has been mounted which involves painting the pages garish colours and using words like "Mega!!!" and "Fab!!!".

Younger readers may be fooled, but the quality of the reviews has suffered and many older readers in the 14-plus bracket will be put off by the inane caricatures of reviewers and general immaturity of the magazine and turn to more objective, informative magazines. Secondly, CVG has been left behind with regards to new technical achievements. I'm not talking about the Famicom etc, but where are features on CD-I/ROM, extensive VR reports, not just on one system, previews of state of the art games, Wing Commander II, Birds of Prey etc?

Thirdly, CVG has been seriously marred by the allocation of space. As the owner of a Lynx and Amiga, I have practically every sort of machine - handheld, console and computer - so I am neutral in the "my console knocks spots off your computer" wars. It is therefore easier for me to see which machines are being unfairly treated. Although it and my Amiga are deadly rivals, the one ST review in issue 114 was pathetic. Less time should be spent on unofficial, unavailable machines (Famicom and PC Engine) and spent on machines which are popular like the Megadrive, MS, ST and Amiga.
Lastly, I know that it hasn't made much of a UK appearance so far, but with the new Lynx II console, sales the impress in the states (it outsells the Genesis and PC Engine), new accessories and new games of real quality (35 are listed in Special Reserve), it is the most promising handheld. More coverage please! Please print this as I'm sure I'm part of a large chunk of your readers with these views who, like me, are considering whether to continue purchasing CVG.

Barry Jenkins, Theydon Bois, Essex.

YOB: You've completely ignored the prime virtue of CVG - there are 101 things you can do with a rolled up copy of the magazine. I suggest you carry out the last, because you're talking out of the place you should stick it sideways...



A LARGE CHUNK OF BARRY JENKINS.

KEEP THE CHANGE

Dear Mr YOB,

I'm writing this concerning the changes in CVG.
1. The charts. Very good. Including the Sega Master System and the Nintendo Entertainment System was a wise choice and listing them by machine sales is even better. Full marks.
2. Putting in more than one person's opinion is much better but they seem to be very similar. The little pictures of the reviewers are funny and interesting. Overall, those changes seemed to be essential (not the little pictures), so very good again.
3. The CVG hit logo - cool and modern. What more can I say?
4. The little box with information on whatever computer and console it's being reviewed on. Better, but not much change.
5. Lastability replacing value. Great. About time too. What took you so long?
6. Bytesize. It may be saving space and money and giving more room for other things, but it's laid out like Mr YOB's hair. You don't know what picture goes with what review. When the update section was brought in, I was over the moon. It was bursting with colour (in Bytesize, there's too much colour) and style. At least the coming soon feature's good. Sorry, 5% improvement and that's too much (Eh? - YOB).
7. Cheat Mode replaces Playmasters. Not much difference but the information is laid out much better and got more style.
Overall, the new C+VG is an improvement with some bloody great illustrations laid out wonderfully and even more information. A great job. CVG is absolutely wicked.

YOB: Yeah, yeah, yeah. And if you could afford the train fare you'd come up here and kiss our boots. No cash for you, sonny. You'll have to try harder than that.

TOP OF THE TABLE

Dear YOB,

I have some suggestions which I think will improve Computer and Video Games magazine:

1. How about giving release dates for new games which gives information on their publisher and prices etc. This would be very useful to your readers, even if it's only a page.

2. In a rival magazine, there is a league table showing - in their opinion - the best games they have ever reviewed. I think you should run a similar table but also include publisher, machine format, price and rating received. It could be updated monthly and, as you deal with all types of computers and consoles, you could print a list for a micro one month and then do another the next. This would ensure the league does not become too repetitive as it would change so much.

Anyway, keep up the good work on CVG and best of luck for the future.

S N Hardy, Sheffield.

YOB: Here in Yob's corner I keep personal lists of the best and worst letters received, people I hate most in the western hemisphere, things to do with six Chicken McNuggets and the most useless people this side of Sweden. You come straight in at number three, just above the old

NAFFED OFF WITH NARCO

Dear YOB,

The other day, I bought Narco Police for my PC. In the manual it tells me load it thus:
Insert the disk in "A, connect up the computer, game will load automatically.

I have tried this, but I always get a message "Not a system disk". Can you possibly help me with my dilemma?

Paul, Cardiff.

YOB: Nope.

TURBO TROUBLE

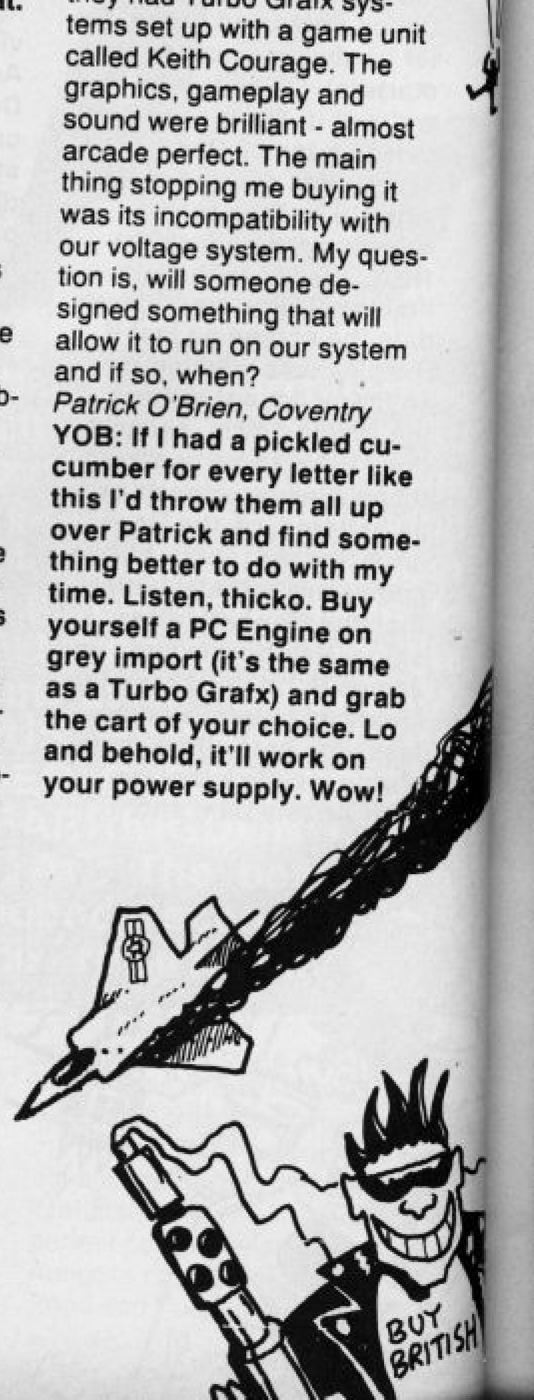
Dear YOB,

I have recently visited an American Airbase in England. It was a really good holiday and was like visiting a small American city. In a lot of shops and video stores they had Turbo Grafx systems set up with a game unit called Keith Courage. The graphics, gameplay and sound were brilliant - almost arcade perfect. The main thing stopping me buying it was its incompatibility with our voltage system. My question is, will someone designed something that will allow it to run on our system and if so, when?

Patrick O'Brien, Coventry

YOB: If I had a pickled cucumber for every letter like this I'd throw them all up over Patrick and find something better to do with my time. Listen, thicko. Buy yourself a PC Engine on grey import (it's the same as a Turbo Grafx) and grab the cart of your choice. Lo and behold, it'll work on your power supply. Wow!





DREAM MACHINES

TEL: (0429) 231703 — FAX: (0429) 869459 — TEL: (0429) 869459

SEGA MEGADRIVE (PAL) PLAYS AMERICAN, BRITISH & JAPANESE GAMES AND TURNS 90% TEXT TO BRITISH & FREE MICKEY MOUSE OR MAGICAL HAT	£119.95	GAMEGEAR	£99.95
		+ 2 GAMES	£137.95
		NEO GEO	£299.95
		NEO GEO AND GAME	£389.95
SUPER FAMICOM (SCART)	£219.00	PC ENGINE GT HANDHELD + GAME	£239.95
+ 2 GAMES	£269.00		

MEGADRIVE GAMES

CURSE	£15 95
DJ BOY	£16 95
E.S.W.A.T.	£17 95
MEGA PANEL	£18 95
WONDERBOY III	£18 95
CRACKDOWN	£19 95
HELLFIRE	£19 95
DYNAMITE DUKE	£21 95
MICKEY MOUSE	£22 95
MAGICAL HAT	£22 95
MOONWALKER	£23 95
ATOMIC ROBOKID	£24 95
SHADOW DANCER	£25 95
PHANTASY STAR II	£26 95
PHANTASY STAR III	£27 95
GAINGROUND	£27 95
THUNDERFORCE III	£27 95
SUPER SHINOBI	£28 95
SUPER HANG ON	£28 95
SUPER MONACO GP	£28 95
RAMBO III	£28 95
AFTER BURNER II	£28 95
ELEMENTAL MASTER	£28 95
HEAVY UNIT	£28 95
GAIRES	£28 95
GYNOUG	£28 95
DICK TRACY	£28 95
VOLFIED	£28 95
VERYTEX	£28 95
JOE MONTANA	£28 95
TEC TEC BASEBALL	£28 95
GOLDEN AXE	£28 95
DARWIN 4081	£28 95
GRANADA X	£28 95
TIGER HELI	£28 95
BATMAN	£29 95
DARIUS II	£29 95
KA GE KI	£24 95
BATTLE OF BAHAMA	£31 95
NADIA	£31 95
ZERO WING	£31 95
JOHN MADDENS	£31 95
MIDNIGHT RESISTANCE	£32 95
STORM LORD	£32 95
LAKER V CELTICS	£32 95
BUDOKAN	£32 95
POPULOUS	£32 95
VALIUS III	£32 95
SUPER AIRWOLF	£33 95
DINO LAND	£34 95
PAC MANIA	TBA
POWER DRIFT	TBA
SONIC HEDGEHOG	JULY
G. LOC	AUG

FAMICOM GAMES

BUMBOZAL	£29 95
GRADIUS III	£34 95
F-ZERO	£34 95
ACT RAISER	£36 95
PILOT WINGS	£37 95
POPULOUS	£37 95
BIG RUN	£38 95
ULTRA MAN	£38 95
HOLE IN ONE	£39 95
SUPER MARIO	£39 95
FINAL FIGHT	£39 95
GREAT BATTLE	£39 95
DARIUS TWIN	£42 95
UN SQUADRON	TBA
R. TYPE	TBA
SUP GHOULS+GHOSTS	TBA
SIM CITY	TBA

GAMEGEAR GAMES

WONDERBOY	£19 95
COLUMNS	£19 95
DRAGON CRYSTAL	£19 95
DEVILISH	£19 95
G-LOK	£19 95
MICKEY MOUSE	£19 95
PENGO	£19 95
POP BREAKER	£22 95
SUPER GOLF	£19 95
CHASE HQ	£22 95
SUPER MONACO	£22 95
PHSYCHIC WORLD	£22 95
HEAD BUSTER	£22 95

NEO - GEO GAMES

RIDING HERO	£93 95
NAM 1975	£93 95
MAGICIAN LORD	£93 95
JOY JOY KID	£93 95
GOLF	£93 95

GAMEBOY GAMES

GREMLINS II	£21 95
BATMAN	£21 95
KLAX	£21 95
F1 RACE + GPYER	£25 95

ETC, ETC, ETC

HARDWARE

MEGADRIVE JOYPAD	£12 95
MEGADRIVE JOYPAD + RAPID + SLOW MOTION	£16 95
ARCADE POWER STICK	£29 95
JAP ADAPTOR	£11.95
LIGHT BOY	£19 95
GAME LIGHT	£7 95
MAGNIFYER	£8 95
CARRY CASE	£13 95

All Machines carry a full 1 year guarantee. Please add P&P: £1 for games, £2 for Hardware, £5 for Machines

Office Hours Mon-Sat 10am - 8pm Sun 10am - 7pm

Please make all Cheques and Postal Orders payable to:

Dream Machines
PO box 34
Hartlepool
Cleveland
TS27 3YX

MEGA HIRE

IMPORTERS AND EXPORTERS OF ALL ENTERTAINMENT CONSOLES AND CARTRIDGES
TRADE ENQUIRES WELCOME!
WE BEAT ANY GENUINE PRICE IN THIS MAGAZINE
MEGAHIRES MEGADRIVE MADNESS

SALE NOW ON!

PRICES SLASHED

SEGA MEGADRIVE

MICKEY MOUSE	£22.99	VOLFIED	£23.99
MAGICAL HAT	£22.99	STRIDER	£24.99
DARIUS II	£25.99	TIGER HELI	£28.99
GAIARES	£27.99	GYNOUG	£29.99
E-SWAT	£17.99	MIDNIGHT RESISTANCE	£34.99
D.J. BOY	£17.99	SHADOW DANCER	£22.99
KLAX	£17.99	AERO BLASTERS	£27.99
GHOSTBUSTERS	£17.99	CRACKDOWN	£22.99
DYNAMITE DUKE	£22.99	VERYTEX	£26.99
ATOMIC ROBO KID	£22.99	SONIC THE HEDGEHOG	JULY

SEGA MEGADRIVE INCLUDING FREE MICKEY MOUSE £124.99
(THE GAME OF YOUR CHOICE CAN BE ARRANGED)

SEGA GAME GEAR £94.99
ALL GAME GEAR TITLES £22.99

NINTENDO SUPER FAMICOM

FINAL FIGHT	£39.99	ACT RAISER	£37.99
GRADIUS III	£34.99	PILOT WINGS	£37.99
MARIO WORLD	£38.99	ULTRA MAN	£44.99
DARIUS TWIN	£44.99	R-TYPE	£48.99

SCART SUPER FAMICOM WITH 2 GAMES £294.99

RING FOR BRAND NEW + SECOND HAND LISTS
PART EXCHANGE AVAILABLE ON ALL MACHINES AND CARTRIGES
i.e. PART EXCHANGE ANY MEGADRIVE GAME FOR BRAND NEW MICKEY MOUSE COSTS ONLY £15

2 DARFIELD HOUSE, DARFIELD COURT,
TICKHILL, DONCASTER, DN11 9HV
PHONE/FAX: 0302 751428 (8am to 8pm 7 days)

WIN A SUPER FAMICOM WIN A SUPER FAMICOM WIN A SUPER FAMICO

CALL MEGALINE, THE COMPETITION LINE THAT'S SPONSORED BY MEGA HIRE
WIN A SUPER FAMICOM
EVERY CALLER RECIEVES THE LATEST MEGA HIRE PRICE LIST
0839 654269
0839 654269

PLEASE ASK PERMISSION OF THE PERSON THAT PAYS THE BILL.
CALLS CHARGED AT 34P PER MINUTE CHEAP RATE AND 45P PER MINUTE ALL OTHER TIMES

WIN A SUPER FAMICOM WIN A SUPER FAMICOM WIN A SUPER FAMI

KEENHELM BOX 256 NN1 4LA

KC'S COMPUTER EMPORIUM

37 PINFOLD GATE, LOUGHBOROUGH
LEICS, LE11 1SG
TEL: (0509) 211799 FAX: (0509) 881600
Open 9.30am to 6.30pm Everyday Except Sunday

FAMICOM

FAMICOM + 2 JOYPADS + 2 FREE GAMES	299.00
ACT RAIZER	37.00
BOMBUZAL	24.00
BIG RUN	25.00
DARIUS TWINI	40.00
F-ZERO	38.00
FINAL FIGHT	37.00
GRADIUS III	37.00
PILOT WINGS	39.00
POPULOUS	39.00
ST GRADE BATTLE	39.00
SUPER MARIO WORLD	37.00
HOLE IN ONE GOLF	37.00
ULTRAMAN	39.00

LYNX

LYNX CONSOLE + PSU + CALIFORNIA GAMES ... 117.99

GAMES FROM 21.95

LIGHTER POWER ADAPTOR 11.95

TRADE ENQUIRES WELCOME

PC ENGINE

PC GT HAND HELD + FREE GAME	**£265**
DEAD MOON	34.00
COMBAT POLICE II	29.00
LEGEND HERO TONMA	34.00
VIOLENT SOLDIER	24.00
JACKIE CHAN	29.00
MOTO ROADER II	CALL
HELL EXPLORER	24.00
YOKAI DOCHUKI	10.00

WE ALSO BUY AND PART EXCHANGE USED CARTRIDGES. MANY MORE LATEST TITLES FOR OTHER CONSOLES AND COMPUTERS IN STOCK PLEASE PHONE FOR MORE DETAILS AND ASK FOR **ADAM** OR **PETE**, OR CALL IN TO THE SHOP.

NAME :
ADDRESS :

POST CODE : __________ TEL : __________

ITEM	COST
	£
	£
	£
	£

ADD £1 PER ORDER, PLUS £5 PER CONSOLE FOR p&p — SUB TOTAL £ ____ £ ____ TOTAL £ ____

EXPIRY DATE ___/___/___ C+VG

SIGNATURE ____________

CHEQUE/PO/ACCESS/VISA/MASTER CARD

SEGA GAME GEAR

SEGA GAME GEAR + PSU	99.95
AND 3 GAMES	159.95
BASEBALL 91	19.00
COLUMNS	19.00
DEVILISH	CALL
FORBIDDEN PLANET	CALL
G-LOC	19.00
HEAD BUSTERS	19.00
JUNCTION	23.00
KENETIC CONNECTION	19.00
MICKEY MOUSE	24.00
PENGO	23.00
PSYCHIC WORLD	19.00
RYUKYU	CALL
SHINOBI	CALL
SQUEAK	CALL
SUPER GOLF	CALL
SUPER MONACO GP	23.00
SOKOBAN	19.00
WONDERBOY	23.00
WOODY POP	23.00

CALL FOR NEW RELEASES

MEGADRIVE

UK MEGADRIVE + J/PAD	149.95
JPN MEGADRIVE + £33 GAME + H/PHONES	129.95
JPN GAME ADAPTOR	9.95
ARCADE POWER STICK	32.00
SCART LEAD	12.95
AERO BLASTERS	33.00
BATTLE SQUADRON	28.00
BUSTER DOUGLAS BOXING	33.00
BIMINI RUN	CALL
CELTICS Vs LAKERS	37.00
CURSE	16.00
DARIUS II	28.00
DJ BOY	19.00
DEVIL HUNTER	33.00
DICK TRACY	28.00
ESWAT	19.00
ELEMENTAL MASTER	28.00
FATMAN	28.00
FANTASY SOLDIER III	35.00
GYNOUG	30.00
HARD DRIVIN	28.00
HELL FIRE	19.00
ITALIA 90	33.00
J. MADDEN FOOTBALL	30.00
JAMES POND	28.00
KA GE KI	34.00
KLAX	23.00
LAKERS VS CELTICS	33.00
MAGICAL HAT	22.00
MICKEY MOUSE	22.00
MIDNIGHT RESISTANCE	34.00
PGA TOUR GOLF	38.00
RINGSIDE ANGELS	32.00
SONIC THE HEDGEHOG	CALL
SHADOW DANCER	22.00
STRIDER	27.00
SUPER AIRWOLF	32.00
SUPER LEAGUE BASEBALL	33.00
SUPER MONACO GP	33.00
SUPER REAL BASKETBALL	33.00
SWORD OF VERMILION US	37.00
STORMLORD	CALL
TASK FORCE WARRIOR	CALL
VOLFIELD	28.00
VERITEX	33.00
WHIP RUSH	16.00
WINGS OF WAR	CALL
WONDERBOY III	23.00
ZANY GOLF	22.00

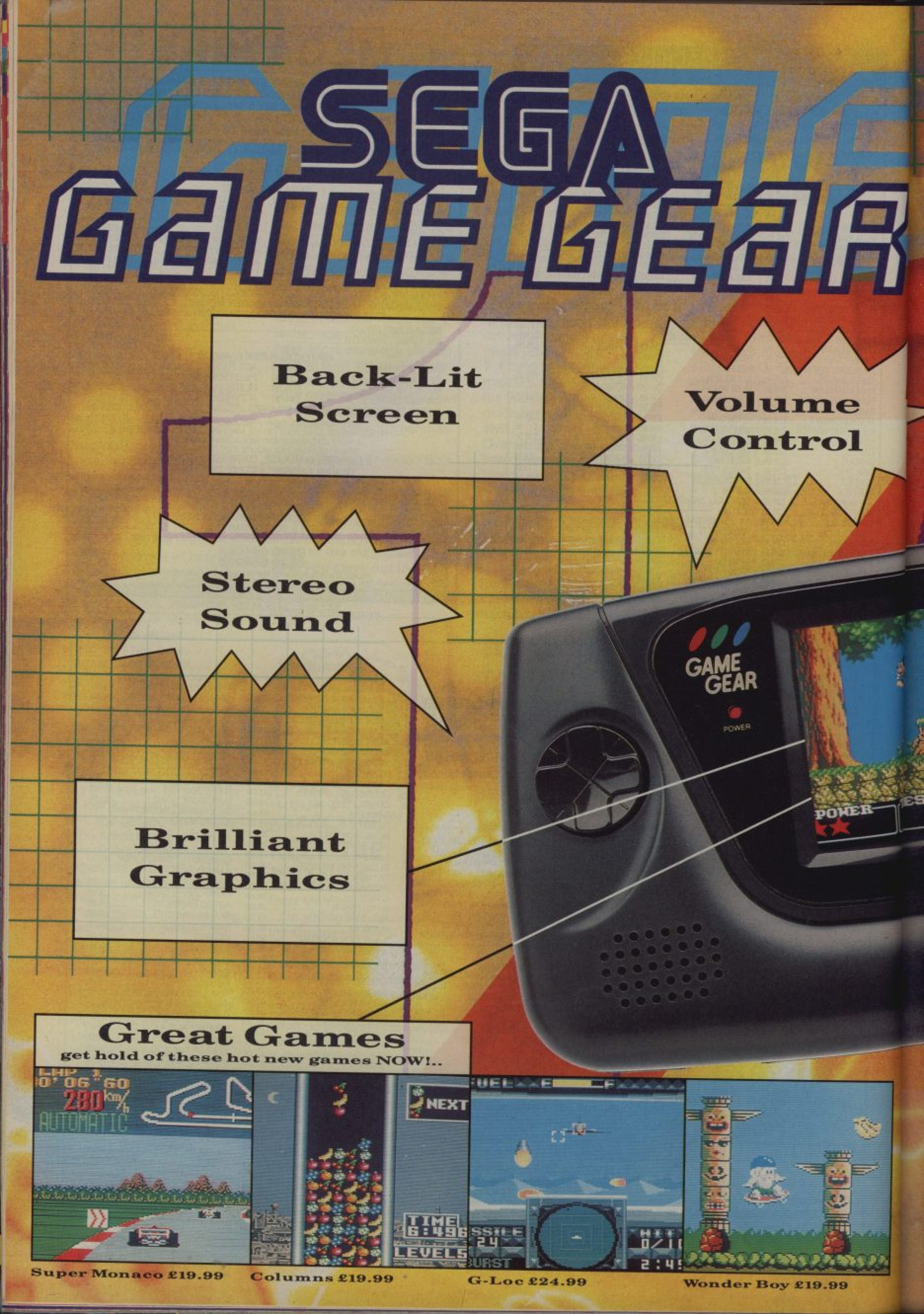
NINTENDO

NINTENDO FROM	75.00
PYTHON 2 JOYSTICK	8.99
CART CLEANING KIT	9.99
DOUBLE DRAGON	37.00
DOUBLE DRAGON II	37.00
MEGA MAN II	38.00
PINBOT	37.00
PROBOTECTOR	37.00
SNAKE RATTLE ROLL	23.00
SOLAR JETMAN	37.00
SUPER MARIO II	37.00
SUPER OFF ROAD	23.00

CALL FOR ALL SEOND-HAND SWAPS AND GAMES

GAMEBOY

GAMEBOY + GAME + P&P	65.00
GAMELIGHT	9.99
MAGNIFIER	9.95
HARD CARRY CASE	9.95
ASTRO RABBY	19.00
AFTERBURST	19.00
BASES LOADED	24.00
BATMAN	24.00
BALLON KID	19.00
BUBBLE BOBBLE	19.00
CHASE HQ	19.00
DOUBLE DRAGON	19.00
FORTRESS OF FEAR	19.00
GHOSTBUSTERS II	24.00
HAL WRESTLING	24.00
HEIANKY ALIEN	19.00
JEOPARDY	24.00
KING OF THE ZOO	19.00
KUNG-FU MASTER	24.00
MARU'S MISSION	19.00
NFL FOOTBALL	24.00
NINJA BOY	19.00
OPERATION C	24.00
POWER MISSION	19.00
REVENGE OF GATOR	19.00
ROBOCOP	24.00
SKATE DIE BAD RAD	24.00
SNOOPY	19.00
SPIDERMAN	19.00
TASMANIA STORY	19.00
T. M. N. TURTLES	24.00
W. W. F. SUPERSTARS	22.00


SEGA
GAME GEAR
Back-Lit Screen
Volume Control
Stereo Sound
Brilliant Graphics
GAME GEAR
POWER
Great Games
get hold of these hot new games NOW!..
Super Monaco £19.99
Columns £19.99
G-Loc £24.99
Wonder Boy £19.99



we ain't PRETENDIN'
Full Colour TV Tuner coming soon
Battery Pack available soon
SEGA
PORTABLE VIDEO GAME SYSTEM
START
SCORE
TIME
965
Full Colour Screen
Head To Head Cables available soon
Actual Size: Game featured on screen. Castle of Illusion starring Mickey Mouse £24.99.
...plus these terrific tasty titles!!!
Golden Axe £24.99
Shinobi £24.99
Psychic World £19.99
Dragon Crystal £24.99
Putter Golf £19.99
now...watch out every month for more fantastic games from SEGA!
Game Gear only £99.99
SEGA
VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON W11 4LA.
● Game not included

REVIEW

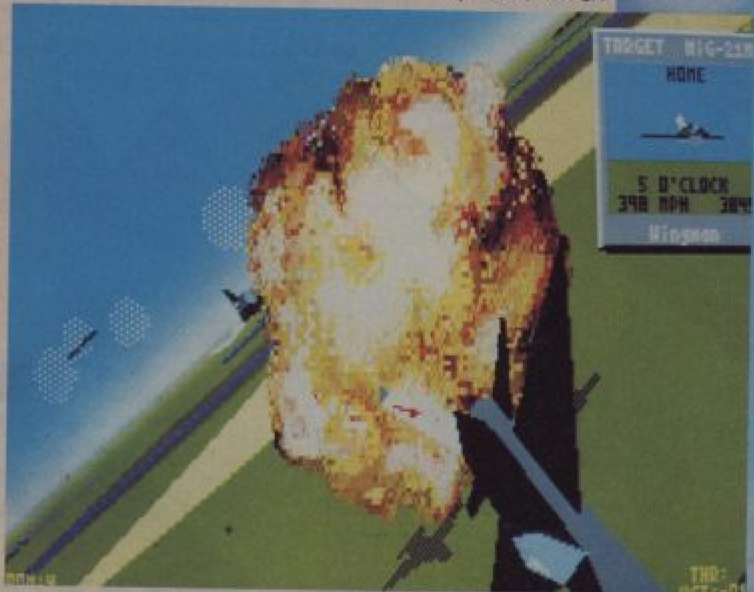
PC **£29.99**

BY ELECTRONIC ARTS

It's that man again - and back with a vengeance! Ace pilot and sky supremo Chuck Yeager returns to the cockpit for another slice of aerial action to make your head spin and your hair curl. Join Chuck through a wide variety of historic air battle conflicts. Wrestle at the controls of a fistful of aircraft through the skies of World War II, Korea and Vietnam. Thrill to the excitement as you single-handedly wipe out a bomber formation and turn to take on their fighter escort. Jump as they line up to attack, guns blazing through the clouds. Then look down in dismay as bullets rip into the fuselage and wish your RAF-issue trousers were a deeper shade of brown. Sorry Chuck old man, which way to Bolloms?



Splash one MiG!

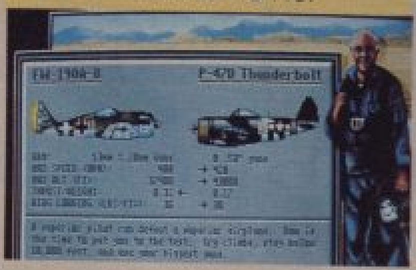


Lock on! lock on!



ACTION? GET IT TAPED!

One of the strongest features of the game is the video play-back option, which allows star war pilots to relive those glory days. Run back the tape to assess your flying skills, slow down the action for an in-depth look at your tactics and zoom through the boring bits on afterburner to zip straight back to the conflict! Neeaaoow! Watching the tape, you'll pick up all the small details you missed while the heat of combat dragged your attention away. So you shot down that Mig, eh? There's the pilot chappie in the corner, sailing slowly back to earth under his blue and white parachute. No medals for him: Ho Ho Ho!



Detailed stats here.

The P51D Mustang in all its glory!







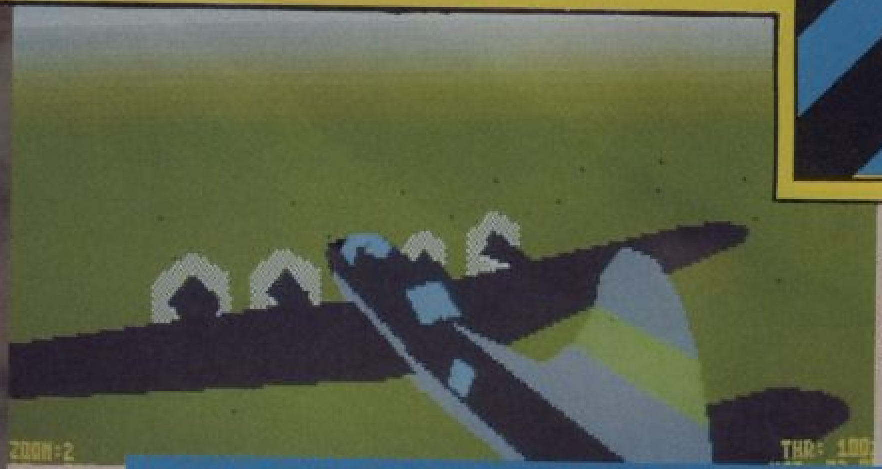
What a cracker! Air Combat isn't a flight sim. It isn't an arcade game. It's something slap bang in the middle and the result works brilliantly. Here is a game where absolutely everything is under the player's control: except the bad guys, of course! Ironically though, this is the game's one drawback - you find you have so much power that the incentive to achieve everything wanes after a while. Nonetheless, Electronic Arts have come up trumps with a package every PC owner should fight for. Great stuff.

TIM BOONE

FLY HIGH IN HISTORY!

With boxfuls of options at your disposal, Chuck certainly gives you plenty to play with. First up, you can chose to fly any of a multitude of pre-set historic missions, recreating combat scenarios from World War II, Korea and Vietnam. Having conquered that, you can create a mission of your own - deciding how many other planes you want to fly against, what they are and how well their pilots cut the mustard. This is where the fun really starts! Fancy a duck shoot? Line yourself up a few flights of B-52s without fighter escort and blow the blarney out of them from the comfort of the super fandango jet you chose from the options screen. For a close shave, try flying a B-52 at 10,000 feet against fifteen F-4s who hit you with a surprise attack. Hold onto your flying scarf and pray those suckers' guns are jammed!



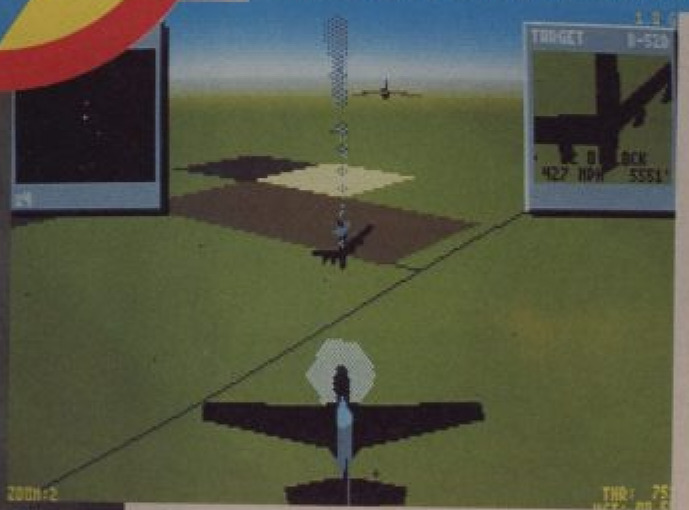


Blanket bombing ahoy!

CHUCK'S AROUND, SO CHOCKS AWAY!

Feeling lonely in the cockpit - the odds stacked against this jockey making it back safe and sound? Never fear my lad, uncle Chuck's with you all the way! Mr C pops up with all manner of supremely handy advice, usually just when you're about to buy your ticket to the grave. He's also on hand with plenty of pre-flight advice, including the lowdown on the planes you're about to encounter. "Talk about long odds!" chuckles Chuck if you set up an impossible mission. "You bought the farm," he informs the world as your plane crashes nose-first into a little hillock. "There's always next time." There certainly is: click the mouse a couple of times and you're back among the clouds. Yippee!

CVG HIT



▲ Closing in...



UPDATE

Good news for Amiga and ST flight fans - Air Combat is being converted for your machines and should be released by the end of the year, price £24.99.

Chuck Yeager's AIR COMBAT

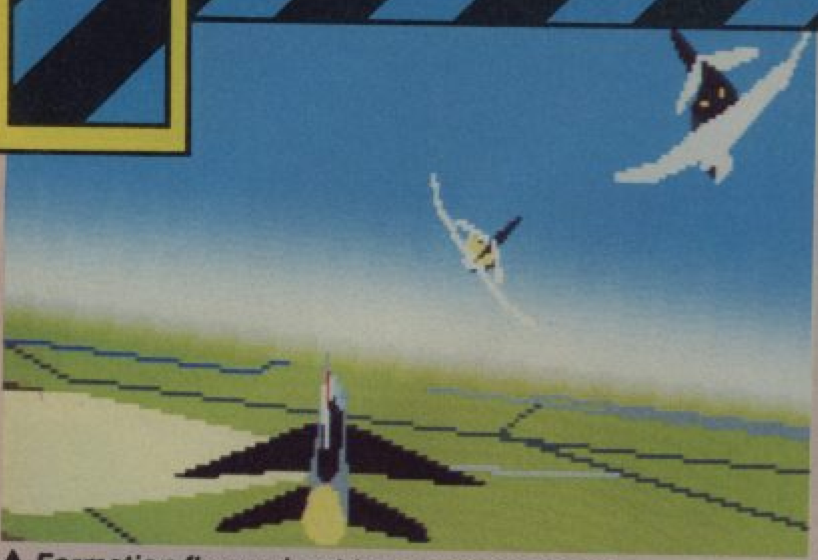


"He's in my sights!" ▼

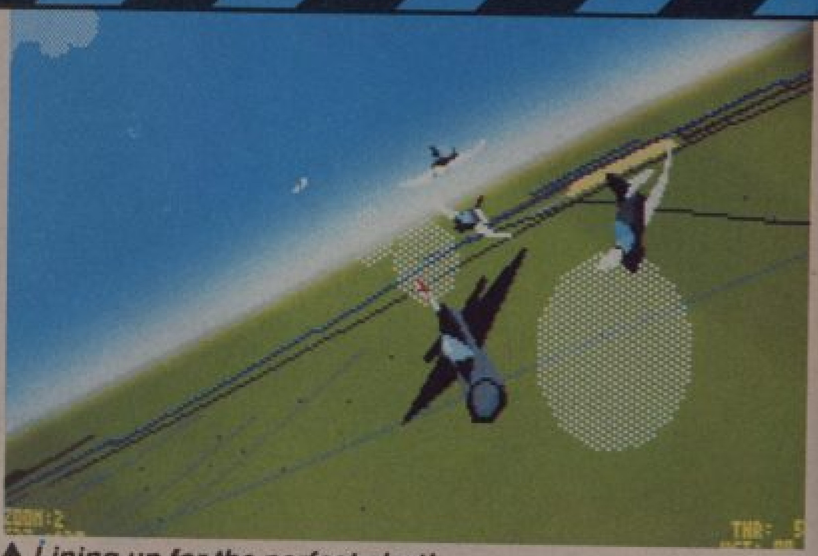


REVIEW

CHUCK YEAGER'S AIR COMBAT



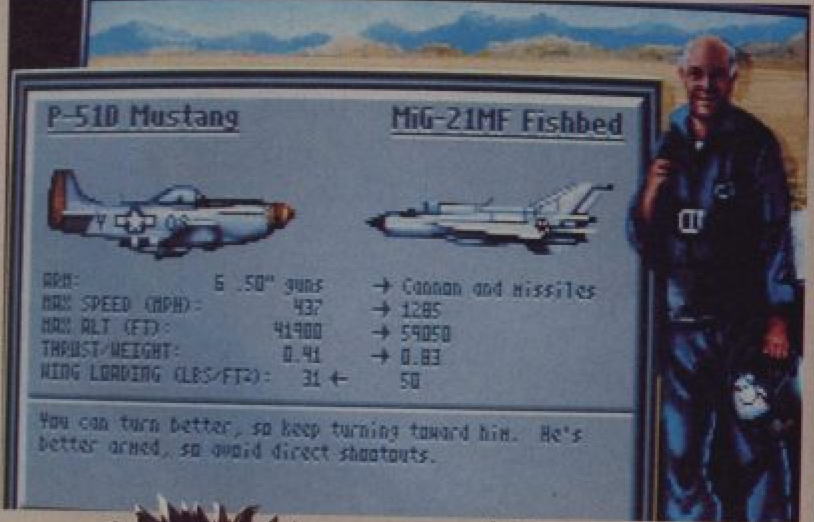
▲ Formation flyers about to meet their doom!



▲ Lining up for the perfect shot!



▲ Boom! Nice one!



▲ Yeager and the P51D.

WISHFUL THINKING...

So there I was in my F-4, flying at 20,000 feet when suddenly I was jumped by five Tomcats, three P-47 Thunderbolts and a Meschersmitt ME-109. Quite what they were all doing there I didn't have time to ask. Instead I turned to face them coming head on, rested a sweating finger on the trigger button and wished I was back home playing on my computer... Wishful thinking? In Air Combat, it's all too real!

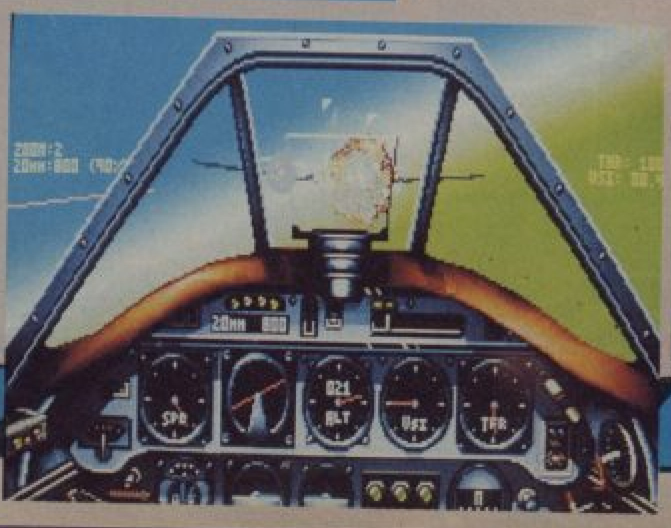




This cross between arcade game and simulation incorporates all the fast action thrills and spills of a brilliant high speed blaster without all the messing about between combat confrontations you usually have to suffer with true simulations. The combat is incredibly easy to get into and the sheer amount of game options means that all levels of gamesmanship are catered for. Whether you want to fly against another air ace, take on a fleet of bombers or get kamikaze kicks flying against fifteen other fighter aircraft simultaneously, this has it all!

JULIAN RIGNALL





PC

GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	89
OVERALL	**93%**

MEDLANTIC HI-TEC PRESENTS.........
THE AMAZING SUMMER SALE

MEGADRIVE + ANY GAME £139

SUPER FAMICOM (SCART) + 2 GAMES £295

MEGADRIVE

GYNOUG	£32	MAGICAL HAT	£24
ESWAT	£19	SHADOW DANCER	£22
HELLFIRE	£19	STRIDER	£29
DJ BOY	£19	RINGSIDE ANGEL	£33
GAIRES	£33	WONDERBOY III	£24
MICKEY MOUSE	£24	JOHN MADDENS	£34

NEW RELEASES

MEGADRIVE		SUPER FAMICOM	
JAMES POND	£38	ULTRAMAN	£45
PGA GOLF	£38	AUGUSTA GOLF	£45
MIDNIGHT RESISTANCE	£37	DARIUS TWIN	£45
S. AIRWOLF	£37	BIG RUN	£45
MONSTER HUNTER	£35	SIM CITY	£45

SUPER FAMICOM

BOMBUZAL	£30	MARIO 4	£40
POPULOUS	£35	GRADIUS III	£43
FINAL FIGHT	£43	PILOT WINGS	£43
F-ZERO	£43	HOLE IN ONE	£43

PC ENGINE ALL SECOND HAND GAMES £13

GAMEBOY ALL TITLES £23

NINTENDO

POWER GLOVE	£45	AMERICAN GAMES CONVERSION	£15
MARIO 3	£40	DUCK TALES	£40
SIMPSONS	£40		
MEGAMAN 3	£40		
TMNT 2	£40		

MORE IS STOCK

TRADE ENQUIRES WELCOME

MANY MORE TITLES IN STOCK ON EVERY CONSOLE

TELEPHONE HOTLINE
(0455) 291865 (0860) 444587
10 CHURCH STREET,
MARKET BOSWORTH, WARWICKSHIRE

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

SEGA MEGA DRIVE
Nintendo
NINTENDO SUPER FAMICOM
PC Engine
INTELLIVISION
ATARI 2600 and 7800
SNK Neo-Geo
PC SUPER GRAFX
COLECO VISION™
SEGA
LYNX
NINTENDO GAMEBOY
GAME GEAR
PC Handheld

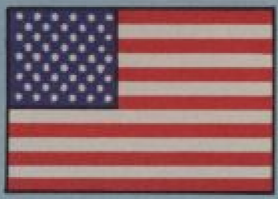
Also available one great video (over 400 games shown)
What Games can I buy?
Which console is compatible?
Do I need a monitor? What is SCART?
How about NTSC–PAL–SECAM?
All these, and more, answered for just £14.95
plus £1.00 p&p. Order Now.

WHY WAIT? ORDER NOW!

TELEGAMES,
Wigston, Leicester LE8 1TE
(0533 880445) (0533 813606)
SAE for full list or 'phone you order now
Still Europe's Largest Video Game Centre

POWER PLAY

ALL NEW GAMEBOY CARTRIDGES FROM THE USA
EUROPE'S LOWEST PRICES



GAMEBOY + EARPHONES + 2 PLAYER LEAD + TETRIS = £62.50
TV GAMES SWITCH £12.99 - GAMEBOY CLEANING KIT £9.99

THE HOTTEST TITLES!

BATMAN	19.99	SKATE OR DIE	19.99	NOBUNAGA'S AMBITION	19.99
NINJA BOY	19.99	DRAGON LAIR	19.99	GREMLINS II	19.99
OPERATION C	19.99	NINJA TURTLES	19.99	FIRST OF THE NORTH STAR	19.99
NEMESIS	19.99	CASTLEVANIA	19.99	GODZILLA	19.99
KUNG FU MASTER	19.99	W.W.F. SUPERSTARS	19.99	PAPER BOY	19.99

BUDGET TITLES!

BALLOON KID	15.99	SUPER MARIO LAND	15.99	Q BILLION	15.99
RADAR MISSION	15.99	SPIDER MAN	15.99	LSP CONTROLLER	15.99
KING OF THE ZOO	15.99	TENNIS	15.99	MR. CHINS GOURMET	15.99
KWIRK	15.99			ALLEYWAY	15.99

OTHER GREAT TITLES!

SHANGHI	19.99	HYPER LOAD RUNNER	19.99	SUPER SCRAMBLE	19.99
SERPENTS	19.99	QUIX	19.99	JEOPARDY	22.99
PLAY ACTION FOOTBALL	19.99	HEIANKYO ALIEN	19.99	GARGOYLES QUEST	15.99
POWER MISSION	19.99	PENQUIN WARS	19.99	HAL WRESTLING	19.99
BUBBLE BUBBLE	19.99	SNOOPY	18.99	QUARTH	19.99
LOCK 'N' CHASE	15.99	DR. MARIO	19.99	ISHIDO	19.99
DEXTERITY	19.99	CYRAID	19.99	MERCENERY FORCE	19.99
N.B.A. ALL STAR CHALLANGE	19.99	FLIPULL	19.99	COSMO TANK	19.99

SPECTACULAR GAMES!

FINAL FANTASY	25.99	DEAD HEAT SCRAMBLE	19.99	BURI FIGHTER	19.99
BATTLE BULL	19.99	DEAD ALIAN OPUS	19.99	ZOOMER	19.99
LIGHT BOY	23.50			ULTIMATE SUPER STICK	19.99

PLEASE ADD £1.50 POST AND PACKING FOR CARTRIDGES AND ACCESSORIES AND £5.00 FOR CONSOLES.
MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO: **POWER PLAY EUROPE**, FIRST FLOOR, 7 HARFLEUR COURT, COTTINGTON CLOSE, LONDON SE11 4RW.
PLEASE INCLUDE YOUR **ORDER** DETAILS, NAME, ADDRESS AND PHONE NUMBER ON THE REVERSE SIDE OF CHEQUES
CONTACT TELEPHONE: 0831 801277 (Vodaphone)

GAME GEAR £25.00

BY SEGA



It's a tough old world for the average Ninja when all his mates are suddenly kidnapped and brainwashed into joining the baddies.

Oh well, s'pose it's time to rescue them...

In this well-hard Game Gear beat 'em up you take the role of the single Shinobi left to battle against the evil forces holding a quartet of buddies hostage in four locations. Battle across the highway, the valley, the woodland and the harbour in a bid to save your captured chums from doom.

Lurking at the end of each level is a dastardly boss which is - GASP! - under the control of one of your Shinobi mates! Defeat the boss and the Ninja quickly comes to his senses, and joins your side. From then on you can call upon your forces at any moment to take over the action, using their own special weapons and skills to do away with the terrible perils inside the last level - Neo City...



▲ *The round select screen.*



KNOW YOUR PLACES!

At the start of the game you have a choice of four locations in which to play, each requiring a different blend of skill and strategy to overcome the obstacles in your path. Here's a quick guide...



▲ *The Highway level!*

THE HIGHWAY

This level is quite easy, and the powerful Pink Shinobi lies at the end so it's a good place to start. Jump and slash your way across the tops of the cars and lorries hurtling along the road, taking the masked madmen in your stride and leaping from vehicle to vehicle. Be careful though, these suckers are armed with all sorts of guns, bombs and big fists. Taxi!

THE HARBOUR

Once you've released Pink, select this level where he can hang from gantries and lob bombs all over the shop. Run through the ships, kicking seven bells out of the bad dudes in frogsuits doing their best to send you splashing to your doom.

▼ *GG at the harbour!*



THE VALLEY

A fast-flowing river lies at the centre of this section, and the only way down river is by jumping onto floating logs and fighting off the bad guys along the way. Once the stick-throwing bikini women are beaten, play continues in a cave, where the Blue Shinobi awaits!



▲ *The riverside valley level.*



Hiiiiyaaa! GG Shinobi is just the business! This must be one of the best beat-em-ups I've ever played - even managing to knock some arcade games into a cocked hat. The graphics are excellent, the gameplay superb and the attention to detail absolutely amazing. You'll find it hard to believe that so much has been crammed into a portable game and will wear down a fair few batteries before beating this. GG is a showpiece for the Game Gear, showing just what's possible on Sega's colour handheld. More of the same, please!

TIM BOONE

THE WOODLAND

Time for some climbing as GG claws his way through the treetops, leaping from branch to branch and trying not to look down! Flying bad guys are the biggest bummer of this section, along with the little grey bloke with his spinning wheels of death. The second stage of this level is played inside and outside a massive pagoda which hides the Green Shinobi.



REVIEW

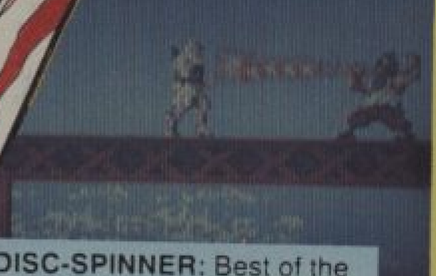
Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.



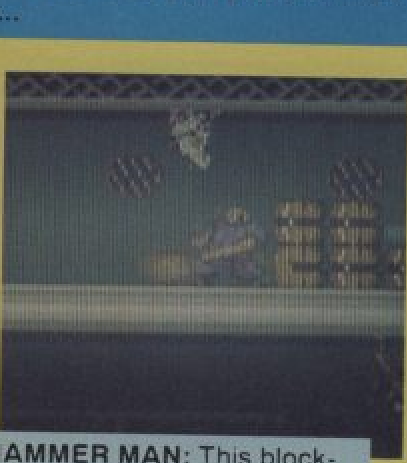
SHINOBI

WATCH OUT, NASTIES ABOUT!

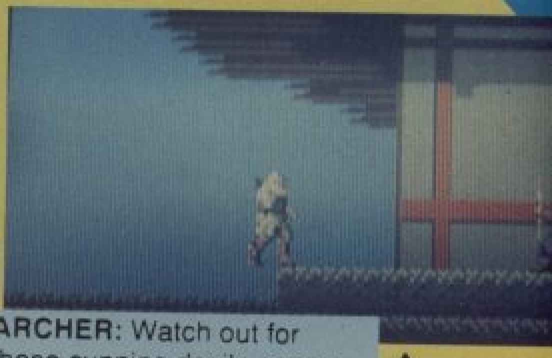
GG boasts a brilliant range of baddies so deadly they'll scare your Shinobi socks off until you learn how to master them. Here are a few...



DISC-SPINNER: Best of the bunch. This bloke is totally lethal with those discs of death and should be approached with supreme caution!

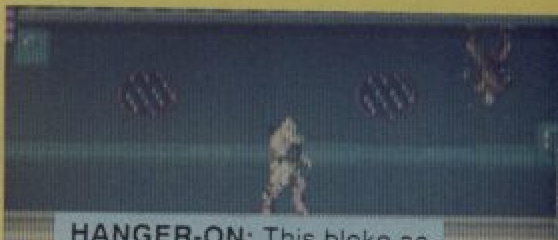


HAMMER MAN: This blockhead runs around swinging a huge wooden hammer at anything which breathes.



ARCHER: Watch out for these cunning devils, or prepare to live right at the sharp end...

▲ *Attacking an enemy base!*



▶ *Mr Shinobi in all his glory!*

HANGER-ON: This bloke actually knows how to walk on the ceiling, which can be quite a problem when you're trying to get past him and stay alive at the same time!

YOUR NINJA MATES

The five Shinobi each have a different weapon a different magic power and sometimes a special ability.

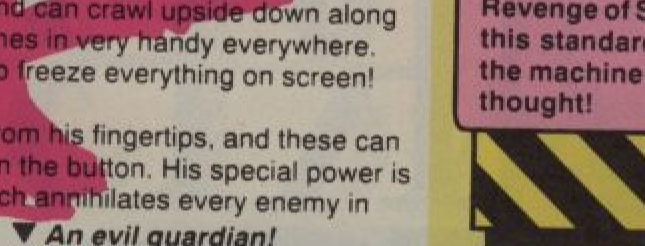
RED
Red starts the game. He is armed with a large sword, and can use his magic to make everything on the screen (apart from himself, of course) explode! Primitive weapons, it's true, but when no-one else seems to be making progress it's worth giving him a try.

PINK
Pink is one of the strongest Shinobi, and is the first you should look for. He's in a helicopter at the end of the Highway level. Pink is armed with grenades and can crawl upside down along platforms - an ability which comes in very handy everywhere. His magic power is the ability to freeze everything on screen!

YELLOW
Yellow shoots magic fireballs from his fingertips, and these can be powered up by holding down the button. His special power is a devastating lightning bolt which annihilates every enemy in sight!

BLUE
Blue comes complete with a blade on the end of a long chain which, as well as being a deadly weapon, can be used to swing from branch to branch in the forest. His special magic turns him into a whirlwind which can travel anywhere on the screen!

▼ *An evil guardian!*



GREEN
Green carries shurikens which take out anything they hit, and he can also perform a double leap, and a spin which sends a shower of deadly metal stars everywhere. Green reacts to danger by using his magic and exploding everywhere!



As far as the actual games go, the Game Gear has been a bit of a non-starter - until now! The programmers of GG Shinobi have performed wonders in making the Game Gear produce something that looks like a Megadrive game! In fact, I'd go as far as to say that it's one of the best beat 'em ups I've ever played anywhere, and the addition of strategy (working out the best ways to use the different Ninjas) makes it even better than Megadrive Revenge of Shinobi! Amazing, but true! If Sega can match this standard on all of their future Game Gear releases, the machine may have a rosier future than everyone first thought!

PAUL GLANCEY

GAME GEAR	
GRAPHICS	92
SOUNDS	91
PLAYABILITY	95
LASTABILITY	93
OVERALL	94

REVIEW

ST **£29.99**

BY DOMARK

It's time to put a funny cap on your head and trundle on down to the disk-based digital diamond! RBI Baseball was originally a Tengen cartridge for the Nintendo and Domark have seen fit to release a conversion for all major home formats.

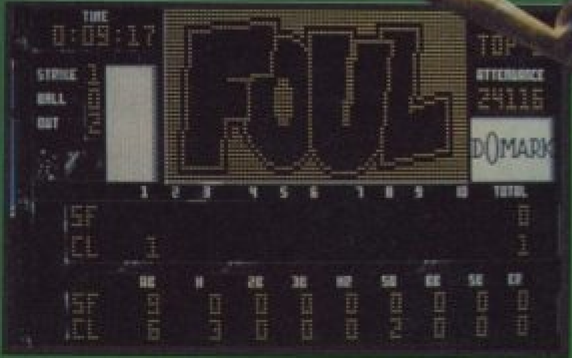
The rules of baseball are pretty simple. There are two teams who bat and field alternately. Each member of the batting side has to score as many runs as possible by whacking the ball as far as it will go, then running as far round the diamond as possible before the fielders can retrieve the ball. If a batter can get round all the bases, back to home base, he scores one run.

As soon as the ball is hit, the outfielders have to try to catch it (thus instantly dismissing the batter) or failing that, retrieve it and throw it to one of the other fielders on the bases. If the ball reaches a base before a batter who is trying to "steal" it, he is out.

Meanwhile, back on the pitching mound at the centre of the diamond, the pitcher has to try and get the batter out by throwing the ball in such a bizarre way that he cannot get his bat to it. Each miss is a "strike" and if one batter scores three strikes, he is declared out. Once three hitters have been struck out, the fielders get the chance to bat, and vice versa.

So, after that lecture on "Baseball For The Completely Uninitiated", what more is there to say except "it's just like Rounders", and perhaps "play ball"?







BATTING 'N' PITCHING!

The main action of the game takes place on this 3D screen. All that really happens is that the pitcher throws the ball, and it's the batter's job to slog it as far possible. Both the pitcher and the batter can slightly alter their positions, and the pitcher is capable of throwing a fast or slow ball, and can put spin on it to make it curve left or right, in the hope that this will completely flummox the batter.

HOME RUN!

As soon as the bat connects with the ball the viewpoint changes to a bird's-eye view of the pitch which scrolls to follow the movement of the ball. Now it's the fielders' job to get the ball to the appropriate base, to stop the batter from getting any nearer to home. If the fielders are a bit clumsy and waste time, then the batter may be able to "steal" one more base and get that much closer to home. If he hits the ball as far as the crowd, he is awarded a "home run", and he and all the other batters on the diamond get to run all the way to home base in complete safety, each scoring a run.

RBI B



I must say, if you like Baseball games, RBI 2 Baseball is probably the best one on the market at the moment. However, if you're not really interested in Baseball, this polished Domark effort won't appeal to you at all. Unfortunately, I'm a member of the latter category and after a few minutes found the gameplay to be rather repetitive. Just hitting the ball and running, or running for the ball and throwing just didn't seem to be my cup of tea. Indeed, after about half an hour's play, I'd gone completely off the game. The graphics are very nice, and the sound is similarly impressive with some decent samples. The two-player mode increases the longevity of the game somewhat, but doesn't really add that much in the way of variety to the game. RBI 2 Baseball is mildly diverting, but for the hefty price (£29.99) I find it hard to strongly recommend this game.

RICHARD LEADBETTER

WHAT DOES RBI STAND FOR?

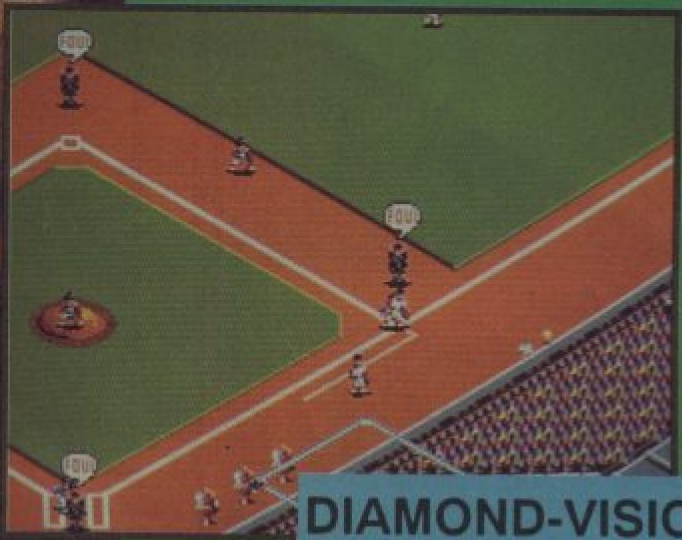
RBI actually stands for Runs Batted In - which in English means the amount of runs scored as a result of a single player's hit, which could be either his runs, or the runs scored by getting other players back home. So now you know!



REALISM TOO!

Although the game is pretty easy to pick up and play, Domark are quick to point out that RBI 2 Baseball is one of the most realistic baseball games on the market. When pitching, fast, slow or curved throws can be made. Fielders can run and dive for the ball, and even tag the runners!





UPDATE

RBI 2 Baseball is going to be hitting just about every 8 and 16-bit format. Expect to see the game appearing on the IBM PC and compatibles and Amiga (for the wallet-busting sum of £29.99) and C64, Spectrum and Amstrad (£10.99 on cassette and £14.99 on disk).

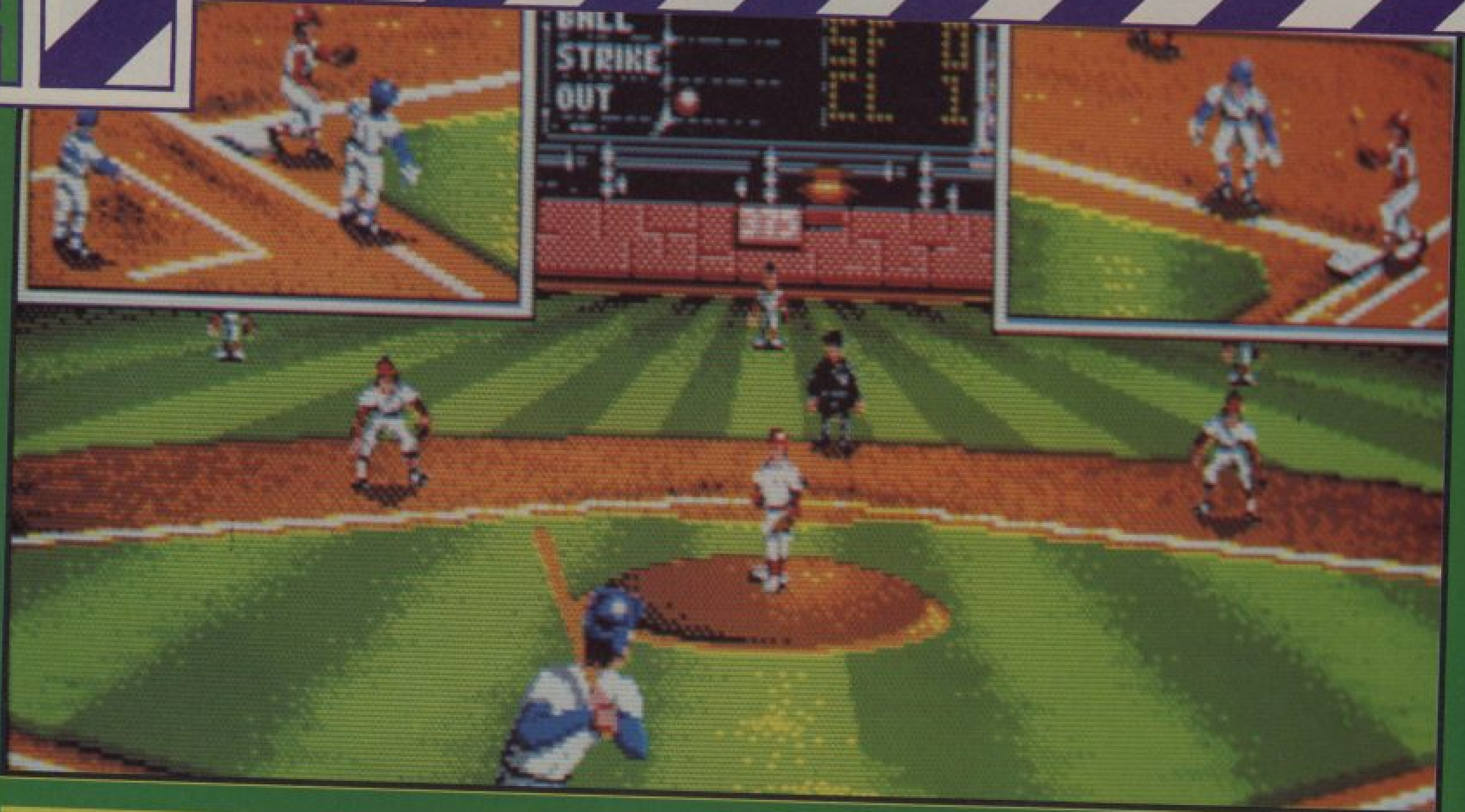
DIAMOND-VISION!

At regular intervals in the game, the action switches to the super Diamond-vision (tm) screen. Here, special animated sequences depict the outcome of the last play. Special sequences include "Safe" (when the player reaches a base safely), "Home Run", "Foul Ball" and "Out!". If a batter *just* makes it to a base before the ball, or if he's *just* run out, you're treated to a colour cartoon of him sliding toward the base. It's just like the colossal screens built into a real-like stadium, except RBI Baseball doesn't bother you with silly ads! Hurrah!

ASEBALL 2

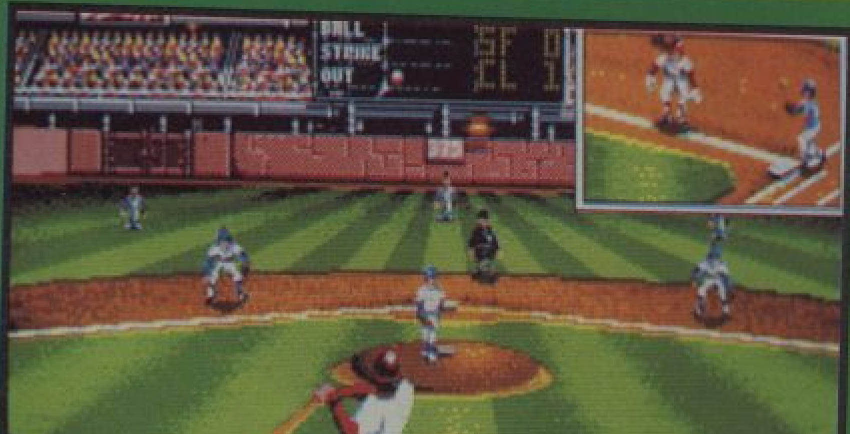


RBI BASEBALL 2



COMPUTER BASEBALL

Although there have been a number of Baseball games released in Britain, none of them have ever been really popular, probably because the sport itself isn't popular over here. The most successful of such games must be Accolade's Hardball which was programmed in the USA. In the USA and Japan, Baseball is extremely popular of course, so, not surprisingly, there are loads of Baseball games on console. Among them are Sega's Great Baseball and The Baseball, Nintendo Baseball and Neo-Geo Super Baseball Stars (a game with brilliant sampled commentary - pity it costs £150.00!). Recently, Megadrive owners have been wowed by Super League Baseball, whilst Accolade have just finished converting Hardball to the same 16-bit system! Probably the most comprehensive Baseball games have appeared on the PC Engine, and the Power League series is now in it's third installment! However, Cinemaware are "pitching" in (ho ho) with their TV Sports Baseball which should spice up the competition, if it survives that company's recent financial problems!





I quite like the idea of computer baseball but I've always been put off by all the fiddly details and statistics which get in the way of the gameplay. Well, that's one flaw RBI doesn't have - the controls are pretty simple, and you don't really have to take that much notice of all the statistics, so it's quite easy to get into. It also scores Brownie points for it's smart presentation, the samples and the Diamondvision screen, which looks great. Unfortunately, even with all this going for it, the game isn't as much fun as you'd expect. Soccer and American Football are full of fast action and tactics and maybe it's just that Baseball doesn't make as good a computer game because it doesn't have enough of these two qualities. Whatever it is, I have my doubts about whether I would get thirty quid's worth of enjoyment out of RBI.

PAUL GLANCEY

ST	
GRAPHICS	84
SOUNDS	82
PLAYABILITY	72
LASTABILITY	60
OVERALL	**70**

YOUR INVITATION TO WIN FROM DIAL-A-QUIZ

COMMODORE AMIGA
SCREEN GEMS OUTFIT
0839 - 121 - 161

SEGA MEGADRIVE
PLUS ANY GAME YOU WANT
0839 - 121 - 162

WIN

SUPER FAMICOM
PLUS ANY TWO GAMES
0839 - 121 - 163

GAMEBOY
INCLUDES TETRIS
0839 - 121 - 164

AND REMEMBER, YOU CAN ENTER ALL COMPETITIONS AS ANY TIMES AS YOU LIKE

All calls last approximately 4 minutes
If you are under 18 please get the permission of who ever pays the bill.
HAVE YOU WON!? RING THE WINNERS LINE 0839-121-165 (Call last approx 30 seconds)
Calls are charged at 34p per minute cheap rate. 45p at all other times.

P.GROVE. DIAL-A-QUIZ, P.O. BOX 11, SKEGNESS, LINCS, PE25 3NL

ACCESS/VISA 24HR MEGALINE 0732 351220

MEGA MIX

ALL ITEMS SENT BY FIRST CLASS POST

(Dept GMX1), 46 Ashden Walk, Tonbridge, Kent. TN10 3RL
WE WILL BEAT ANY PRICE IN THIS MAGAZINE THAT IS CHEAPER THAN OURS BY £1

PRICE PROMISE!! **PRICE PROMISE!!**

EXCHANGE SERVICE
FOR MEGA DRIVE OWNERS
NEW FOR OLD ....£10-£15
OLD FOR OLD..................£3-£7
(Please phone for details on other makes)

NINTENDO GAMEBOY
NINTENDO GAMEBOY........£64.95
ALL NINTENDO GAMEBOY GAMES, SAVE £10.00 OFF USUAL R.R.P, IN OUR LIMITED OFFER.
NOW ONLY £19.95 EACH

SUPER FAMICOM
NINTENDO SUPERFAMICOM....£225.00
FAMICOM + ONE GAME £265.00
FAMICOM + TWO GAMES........£285.00
ALL FAMICOM GAMES ONLY £42.00!

MEGADRIVE SPECIAL OFFERS
JAPANESE CONVERTOR £13.95
AV LEAD...£ 7.95
TURBO JOYPAD..............................£13.95
PRO 1 JOYSTICK £19.95
STRIDER £28.50

ATARI LYNX
ATARI LYNX..............................£74.95
SAVE £5,00 OFF OUR USUAL PRICE OF £28.95 AND PAY ONLY £23.95, FOR ANY ATARI LYNX GAME (Only while stocks last)

SEGA MEGADRIVE
PLUS ANY GAME UP TO £27.00
NOW ONLY £134.95

SEGA MEGADRIVE
PLUS ANY GAME UP TO £50.00
WORTH £240.00 NOW ONLY £149.95

MEGA MEGADRIVE OFFER
SEGA MEGADRIVE + SONIC HEDGEHOG + MICKEY MOUSE + JOYPAD + TURBO JOYPAD
WORTH £285.00 NOW ONLY £185.00

SEGA MEGADRIVE GAMES

Game	Price
Aero Blasters	£31.95
Afterburner II	£32.50
Altered Beat II	£26.95
Atomic Robokid	£29.95
Arnold Palmer Golf	£32.50
Budokhan	£34.95
Buster Douglas Boxing	£34.95
Crackdown	£32.95
Dangerous Seed	£29.95
Darius II	£32.50
Dick Tracey	£32.50
DJ Boy	£24.95
Dynamite Duke	£31.95
Elemental Master	£27.95
E-Swat	£26.95
Fantasy Soldier	£39.95
Final Blow	£32.50
Forbidden City	£34.95
Forgotten Worlds	£32.50
Galaries	£34.95
Gain Ground	£26.95
Ghostbusters	£24.95
Ghouls 'n' Ghosts	£31.95
Golden Axe	£29.50
Gynoug	£34.50
Hard Drivin'	£29.95
Heavy Unit	£31.95
Herzog Zwei	£19.50
James Pond	£39.95
Joe Montanas Football	£34.95
John Maddens Football	£34.95
Kageki	£31.95
Lakers v Celtics	£34.95
Last Battle	£32.95
Magical Hat	£32.50
Midnight Resistance	£34.50
Mickey Mouse	£34.95
Moonwalker	£29.95
PGA Golf Tour	£39.95
Phantasy Star 2	£44.95
Rambo III	£31.50
Ringside Angel	£34.95
Shadow Dancer	£34.95
Shining & Darkness	£31.95
Sonic the Hedgehog	£34.95
Sorcerian	£29.50
Space Harrier II	£31.50
Speedball	£32.50
Strider	£42.50
688 Sub Attack	£39.95
Super Airwolf	£32.95
Super Baseball	£29.95
Super Basketball	£26.95
Super Hang On	£27.50
Super Monaco GP	£32.95
Super Shinobi	£32.50
Super Volleyball	£32.50
Sword of Soudan	£34.50
Sword of Vermillion	£44.95
Techno Cop	£39.95
Thunderforce III	£34.50
Volfied	£31.95
Wonderboy III	£31.95
World Cup Soccer	£24.95
Wrestle Ball	£31.50
Wrestle War	£31.50
Zany Golf	£34.50

MEGA HIRE SERVICE
MEGADRIVE GAMES...£4.00 per week
GAMEBOY GAMES.... £3.50 per week
Famicom Games ....£5.00 per week
(Please phone for details)

SEGA GAME GEAR £99.95
ALL GAMEGEAR GAMES, SAVE £5.00 NOW ONLY £22.95

SUPER MONACO GP	MICKEY MOUSE
COLUMNS	DRAGON CRYSTAL
FENGO	WONDERBOY
G-LOC	MAZE
BASEBALL	SYNDROME
ZAM GEAR	GG SHINOBI

MEGADRIVE MEGA OFFERS
LIMITED OFFER LIMITED OFFER
ANY ONE OF THE NEW JAPANESE GAMES LISTED BELOW ONLY £24.00 EACH

ESWAT	INSPECTOR X
GHOSTBUSTERS	CYBERBALL
MICKEY MOUSE	ARROW FLASH
CRACKDOWN	GAIN GROUND
WHIPFLUSH	MAGICAL HAT
HELL FIRE	SHADOW DANCER
BURNING FORCE	FIST OF NORTH STAR
DJ BOY	KING OF THE SWORD 2
SUPER BASKETBALL	HURRICAN
WONDERBOY 3	XDR
DARWIN 4081	DYNAMITE DUKE
CURSE	

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT , MADE PAYABLE TO 'MEGAMIX', OR PLACE YOUR ORDER ON OUR CREDIT CARD HOTLINE 0732 351220. OVERSEAS ORDERS ADD £5. ALL PRICES ABOVE INCLUDE VAT, POSTAGE AND PACKAGING
MEGAMIX SOFTWARE (DEPTGX1) 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL

STAR

MEGADRIVE £39.99

BY BALLISTIX

CVG HIT

Yike! The space fleet of the evil Ur-Quan Heirarchy is heading towards the peaceful, kind-to-animals Alliance planets, and those Heirarchy fiends have conquest in mind. These guys don't go for diplomacy, so the only way to get rid of them is to send the Alliance fleet to meet them and reduce them to their component molecules.

What this boils down to in gameplay terms is a space shoot-out along the lines of the very ancient Space War coin-op, with two ships battling it out in a 2D view of the galaxy. There are seven ships in each fleet, and it's up to each commander (either or both of which can be a computer or human player) to choose a ship to fly into battle. They all have different capabilities and weapons, which make some craft better opponents than others.

Each ship has a crew and fuel quotient. Every time it is hit, some crew are killed, and if the ship is unmanned it self-destructs. The fuel is used when the ship's weapons are activated, then slowly replenished. The special weapons usually drain the energy banks completely, so they can only be used sparingly.



THE ALLIANCE OF FREE STARS

SYREEN PENETRATOR

A nippy ship with a mediocre cannon, but the special weapon can be devastating when fighting a large, slow ship. In close quarter combat press the C button to make the female crew sing their mystical song which draws the enemy crew out of their ship. While they're floating in space, the Syreen can rescue them and make them join their crew!



ARILOULALEELAY SKIFF

Probably the Alliance's best ship, the Arilou Skiff is equipped with a homing laser and an inertialess drive, so it's super-manoeuvrable. The short-range hyperspace drive, which warps the ship to another part of the screen, helps make this a match even for the Ur-Quan dreadnought.

▼ *A very swift ship.*

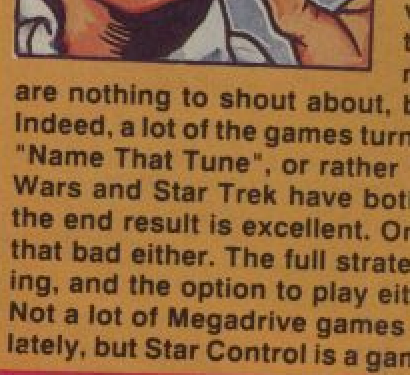


CHENJESU BROODHOME

The Alliance's biggest ship, but not its best. Hold down B and the launches photon bombs forward which detonate when B is released. Hit C and it releases "puppies" which follow enemy ships and bump into them, draining all the fuel for their weapons with every bump!

▼ *Impressive weaponry..*





Once you've figured out each ship's strengths and weaknesses, Star Control is one of the most playable two-player games you're ever likely to play on your Megadrive! It's the sheer variety in all of the ships that makes this such a winner. The in-game graphics are nothing to shout about, but the sound is excellent. Indeed, a lot of the games turned into a bizarre version of "Name That Tune", or rather "Name That Sample"! Star Wars and Star Trek have both been sampled here, and the end result is excellent. One-player mode isn't really that bad either. The full strategy game is quite compelling, and the option to play either side is rather original. Not a lot of Megadrive games have really impressed me lately, but Star Control is a game that's well worth a look.

RICHARD LEADBETTER

CONTROL

THE STRATEGY GAME

If you want something a bit more involved than a shoot 'em up, choose the Strategy option on the title screen. You are then presented with different scenarios

A spinning star map appears showing Alliance and Heirarchy forces, with their respective colonies and mining outposts. It's up to each side to capture all of the enemy's territory and destroy the enemy, ship by ship. The colonies and mines keep the ships staffed and fueled.

There are options to let you start the strategy game with the computer controlling your side's strategy while you fight the battles (PSYTRON) or vice versa (CYBORG).

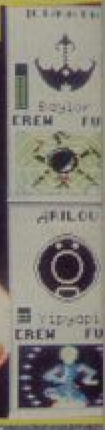
▼ Battle of the Planets!





▲ A cosmic toasting!





EARTHLING CRUISER

This ship has a pretty slow drive unit, but can turn quickly to fire its guided nuclear missiles. The missiles aren't too accurate, so it's a good job the Earthling ship is equipped with point-defence lasers which repel enemy shots. ▼ *A long-range attack craft.*



YEHAT TERMINATOR

Powerful guns (which sound suspiciously similar to an X-Wing fighter's cannon) and a protective shield make this one of the Alliance's best fighting craft. It's just a shame it's not as nippy as the Ariloulaleelay Skiff. ▼ *A deadly fighter...*



SHOFIXTI SCOUT

A very weak ship, with a small crew and a puny cannon. However, it is fitted with The Glory Device, which has to be primed by pressing C twice. Make sure you're right next to the enemy then press C again and the device blows the ship to smithereens, as well as inflicting heavy damage to anything nearby.



MMRNMHRM X-FORM

This ship can transform from a slow, but manoeuvrable craft with twin laser beams, to a fast but nigh-uncontrollable fighter which fires homing rockets. Make sure you always have enough energy to effect the transformation or you can get into trouble. ▼ *A swing-wing ship!*





STAR CONTROL

CVG HIT

▼ Yikes!



ANDROSYNTH GUARDIAN

One of the Heirarchy's poorer craft. The Guardian is very sluggish and is armed with a completely hopeless main weapon which releases a cloud of wandering acid bubbles.

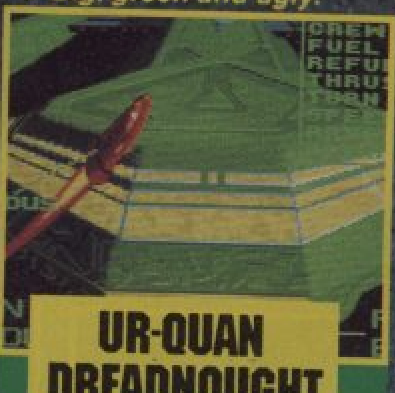
▼ This ship can grow its own crew!



MYCON PODSHIP

A huge, sluggish ship resembling a hollow meteor. Inside the ship is a plasma generator which shoots homing missiles made of balls of devastating energy.

▼ Big, green and ugly.



UR-QUAN DREADNOUGHT

Potentially the most devastating ship in the game, and it belongs to the Heirarchy. The Dreadnought is equipped with a forward-firing energy cannon but press the C button and a fleet of interceptors is launched from the hangar pods.

UPDATE

Star Control has been out on all other formats for quite a few months now, but even the Amiga version (which looks very similar to the Megadrive version) isn't as playable as this one, because it's cursed with loads of disk-swapping. If you've two drives, though, it's worth checking out.

THE UR-QUAN HEIRARCHY



ILWRATH AVENGER

This certainly looks like a powerful craft, but it is quite slow and the flame weapon has a very short range so it is only a match for the fatsos of the Alliance fleet.



SPATHI DISCRIMINATOR

This craft may look clumsy, but it's one of the Heirarchy's fastest and most manoeuvrable ships.



Don't be fooled! This game may look like a pile of crud, but it's one of the most enjoyable Megadrive titles I've played in ages! There are all those weapons to play with, and a lot of the fun comes from learning the best way to use them, and which ships make the best opponents. With two players this process is unbelievably good fun, but be prepared for a lot of rude words as your ex-companion blows up your best ship! Even the computer player is good, especially if you play on either the medium or highest of the three levels. The easiest opponent doesn't use the special weapons, but the other two are so clever it's like playing a human. The graphics are adequate rather than great, but the sound effects are excellent - nearly all of them are sampled from SF movies or TV programmes. Anyone after something different from the usual scrolly-blast pap that's finished in a couple of days has just got to try Star Control. It's a whole new universe!

PAUL GLANCEY

▼ The vacuum cleaner of doom!



UMGAH DRONE

Not a very good ship because it's quite slow, and its weapon, a wide-beam antimatter ray, has a very short range.



▲ The spores are potentially dangerous!

VUX INTRUDER

This Klingon lookalike is fitted with a long-range laser cannon, but isn't too manoeuvrable so that weapon isn't much use. However, you can even the odds by releasing green spores which home in and stick to the enemy ship, reducing his speed and manoeuvrability drastically.

MEGADRIVE

GRAPHICS	80
SOUNDS	88
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

CARTRIDGE EXCHANGE

SUPER FAMICOM, SEGA, MEGADRIVE, NINTENDO, GAMEGEAR, LYNX & GAMEBOY CARTRIDGES NEW, USED & PART EXCHANGED

TELEPHONE OR SEND SAE FOR DETAILS

0532 360650

PUDSEY COMPUTER SHOP
161 RICHARDSHAW LANE, PUDSEY,
LEEDS LS28 6AA, WEST YORKSHIRE

NDO NINTENDO NINTENDO NINTENDO N

OWNERS

Did You Know

- That there are over 250 Titles available through us for your NES?
- That we will convert your console to accept these titles for only £19.95?
- That you get a free 3 month warranty and most units are returned within 14 days?

If you didn't, then find out even more about our special offers by dropping us a line. NOW.

Nintendo, Gameboy Megadrive Accessories for above (Powerglove now available)

ROGUE RESEARCH
Phone or FAX (041)-762 4125
® TRADEMARK OF NINTENDO OF AMERICA INC.

Write to:
ROGUE RESEARCH
P.O. BOX 291,
GLASGOW,
G21 1XY



These calls are more expensive than ordinary phone calls, please ask your parent's permission before calling. Calls cost 34p per min cheap rate, 45p at all other times inc VAT

MEGADRIVE + FAMICOM FROM SHAFWARE LTD

MEGADRIVE: Latest Japanese model. Runs all cartridges. English instructions. Includes ANY game. **£149.99**

FAMICOM: Best Pal in the U.K. call for Prices.

ALL THE LATEST GAMES ARE AVAILABLE FOR MEGADRIVE, FAMICOM, GAME GEAR, GAMEBOY AND PC ENGINE

SPECIAL OFFERS: Mickey Mouse £24, Strider £32, ESWAT £18, Hellfire £26, Thunderforce III £30, Magical Hat £28, Moonwalker £28

ALL GAMEBOY GAMES £18.95 OR £19.95

CALL US ANYTIME (MON - SUN) ON: 081 763 0437

ALL ORDERS DESPATCHED SAME DAY SUBJECT TOAVAILABILITY. P&P - £1 GAMES, £5 CONSOLES

SHAFWARE LTD
27 SMITHAMDOWNS ROAD
PURLEY
SURREY
CR8 4NG

S.G.M.
SOLID GOLD MARKETING LTD.

SUMMER SALE

VISA

UNIT 6 LOMOND TRADE CENTRE
LOMAND INDUSTRIAL ESTATE
ALEXANDRIA DUNBARTONSHIRE
SCOTLAND G83 OTL
TEL: 0389 55973 FAX: 0389 55942

MEGADRIVE GAMES

MIDNIGHT RESISTANCE	35.95
FORBIDEN CITY	29.95
SHINNING IN DARKNESS	37.95
KAGEKI	29.95
VERYTEX	28.95
SUPER AIR WOLF	29.95
FANTASY STAR III	37.95
DICK TRACY	17.95
BATTLE GOLFER	25.95
GALARIES	31.95
WONDERBOY III	25.95
HARD DRIVING	25.95
CRACKDOWN	25.95
MAGICAL HAT	25.95
FIRE SHARK	25.95
ELEMENTAL MASTER	25.95
AFTER BURNER II	29.95
SHADOW DANCER	25.95
MICKEY MOUSE	25.95
DYNAMITE DUKE	25.95
BURNING FORCE	25.95
DARIUS II	25.95
PHELIOS	25.95
STRIDER	25.95
HELLFIRE	22.95
GHOSTBUSTERS	25.95
TWIN HAWK	22.95
KLAX	22.95
INSECTOR X	22.95
KING OF THE SWORD	22.95
DJ BOY	22.95
DARWIN 4081	22.95
SUPER MONICO GP	29.95
GYNOUG	25.95

SUPER FAMICOM

F-ZERO	41.95
SUPER MARIO WORLD	41.95
BOMBUZAL	33.95
POPULOUS	41.95
ACTRAIZER	41.95
PILOT WINGS	41.95
GRADIUS III	39.95
FINAL FIGHT	41.95
SUPER DEFORMER	41.95
HOLE IN ONE GOLF	41.95
BIG RUN	41.95
ULTRAMAN	41.95
SIM CITY	41.95
SUPER PRO BASEBALL	POA
DARIUS TWIN	POA

GAME GEAR

MONACO GP	22.95
COLUMNS	22.95
WONDER BOY	22.95
DRAGON CRYSTAL	22.95
PONGO	22.95
G-LOC	22.95
CYKICK WORLD	22.95
HEAD BUSTER	22.95
BASEBALL	22.95
POP BREAKER	22.95
WOODY POP	22.95
CHASE HQ	22.95
KINETIC CONNECTION	22.95
MICKEY MOUSE	22.95
DELVISH	22.95
G.G. SHINOBI	22.95

NEO-GEO

NAM 1975	95.95
MAGICIAN LORD	95.95
MAHJONG FEVER	95.95
BASEBALL PRO	95.95
RIDING HERO	95.95
NINJA COMBAT	95.95
CYBER LIP	95.95
SUPER SPY	95.95
BOWLING	95.95
JOY JOY KID	95.95

GAME BOY

NINJA TURTLES	20.95
DR. MARIO	20.95
SUPER MARIO LAND	20.95
BOULDER DASH	20.95
BOMBER BOY	20.95
BUBBLE BOBBLE	20.95
MICKEY MOUSE II	20.95
R-TYPE	20.95
KLAX	20.95
DOUBLE DRAGON	20.95
BATMAN	20.95
TETRIS	20.95
CHASE HQ	20.95
PACMAN	20.95
PINBALL WANI 66	20.95
AFTER BURST	20.95
PRO-WRESTLING	20.95
WORLD CUP SOCCER	20.95
QIX	20.95
RAY THUNDER	20.95

HARDWARE

SUPER FAMICOM WITH 7 GAMES	469.95
SUPER FAMICOM WITH 2 GAMES	279.95
MEGADRIVE & PSU & PAD & GAME	129.95
ARCADE POWERSTICK	29.95
GAME GEAR & 3 GAMES	149.95
CD ROM & INTERFACE FOR PC ENGINE (CORE GRAFX)	279.95
NEO-GEO	349.95
GAME BOY	64.95
LIGHT BOY	19.95
SUPER GRAFX & BATTLE ACE	199.95
CORE GRAFX & GAME	135.95
PC ENGINE GT & GAME	210.95

NOTE: SOFTWARE INCLUDES P&P
HARDWARE EXCLUDES P&P

PHILLIPS 8833 MKII MONITOR 260.00
SUPPLIED WITH FAMICOM LEAD IF REQUIRED

OTHER DEALS ON HARDWARE AVAILABLE

MORE GAMES AND PRODUCTS AVAILABLE. SPECIAL ORDERS AND ONE OFF'S TAKEN. FOR MORE INFORMATION AND ORDERS RING 0389 55973. TRADE AND OVERSEAS ENQUIRIES WELCOME.

double disk ... double disk ... double disk ... doub

THE One for AMIGA GAMES

ALL YOU NEED TO KNOW ABOUT AMIGA GAMING!

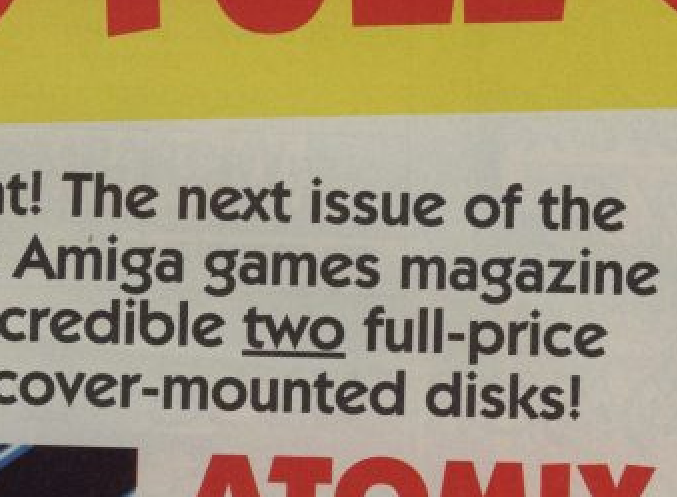
TWO FULL GAMES

Yes - that's right! The next issue of the world's greatest Amiga games magazine will carry an incredible <u>two</u> full-price games on its cover-mounted disks!



ATOMIX

Thalion's brain-bending puzzling masterpiece!



PUFFY'S SAGA

Cute and colourful arcade action from Ubi Soft

PLUS!

WORK IN PROGRESS GOES WILD!

We peek behind the scenes at four of the hottest forth-coming games... Populous 2! RoboCop 3! Indiana Jones And The Fate Of Atlantis! Core's Thunderhawk!

Keep ahead of the game with The One - next issue on sale June 26th

THE CVG QUESTIONNAIRE

CALLING ALL GAMERS - Here's your chance to help CVG remain the best all-format computer games mag in Britain, Europe - probably the world! We want to know what YOU think of the magazine. Why? So we can make it even better! What's more, we've got a cool grand's worth of software up for grabs. Plus, we'll send £200 worth of free software to the first five completed questionnaires pulled out of the hat. So what are you waiting for? Just fill in the form, carefully remove this page from the magazine, pop it into an envelope and send the whole caboodle off to: CVG QUESTIONNAIRE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is August 16, after which we'll digest your answers and send off those prizes pronto!

ABOUT YOU

NAME..
ADDRESS..
....
....POST CODE..........................

❑ MALE ❑ FEMALE

HOW OLD ARE YOU?
❑ UNDER 10
❑ 10-12
❑ 13-15
❑ 16-18
❑ 19-21
❑ 22-25
❑ over 25

ARE YOU:
❑ AT SCHOOL
❑ COLLEGE
❑ UNIVERSITY
❑ PART-TIME WORK
❑ FULL-TIME WORK
❑ UNEMPLOYED

WHICH MACHINE DO YOU OWN?
❑ AMIGA
❑ ATARI ST
❑ AMSTRAD
❑ C64
❑ GX4000
❑ SPECTRUM
❑ GAMEBOY
❑ GAME GEAR
❑ LYNX
❑ MEGADRIVE
❑ MASTER SYSTEM
❑ NINTENDO
❑ PC COMPATIBLE
❑ PC ENGINE
❑ SUPER FAMICOM
❑ OTHER..

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?...

WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS?..

WHAT ELSE DO YOU WANT FOR CHRISTMAS?
....

WHICH COMPUTER GAMES DO YOU LIKE?
❑ ARCADE CONVERSIONS
❑ SHOOT-EM-UPS
❑ PLATFORM GAMES
❑ PUZZLE GAMES
❑ FILM/CELEBRITY TIE-INS
❑ ROLE PLAYING GAMES
❑ ARCADE ADVENTURES
❑ 3D ADVENTURES
❑ FLIGHT/BATTLE SIMULATORS
❑ TEXT ADVENTURES
❑ SOMETHING ELSE, NAMELY.......................................

HOW MUCH POCKET/SPENDING MONEY DO YOU HAVE PER MONTH?
❑ LESS THAN £10
❑ £10-20
❑ £20-30
❑ £30-40
❑ £40-50
❑ £50+

HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?
❑ LESS THAN £10
❑ £10-20
❑ £20-30
❑ £30-40
❑ £40-50
❑ £50+

ON AVERAGE, HOW LONG DO YOU PLAY A GAME?
❑ ONE WEEK
❑ A FORTNIGHT
❑ A MONTH
❑ SIX MONTHS

WHAT MAKES YOU DECIDE TO BUY A GAME?
❑ REVIEWS
❑ COST
❑ ADVERTISING
❑ PACKAGING
❑ RECOMMENDATION
❑ OTHER, NAMELY...

WHAT ELSE DO YOU BUY?
❑ RECORDS/TAPES
❑ COMICS/MAGAZINES
❑ SWEETS/CRISPS
❑ POP
❑ CLOTHES
❑ OTHERS, NAMELY..

APART FROM COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?
❑ WATCH TELLY
❑ HIRE VIDEOS
❑ LISTEN TO RECORDS
❑ GO SHOPPING
❑ GO TO THE CINEMA
❑ GO TO CONCERTS
❑ PLAY SPORTS
❑ SOMETHING ELSE...

IF YOU WERE OPENING A BANK ACCOUNT, WHO WOULD YOU BANK WITH?
❑ NATWEST
❑ MIDLAND
❑ BARCLAYS
❑ LLOYDS
❑ GIROBANK
❑ OTHER, NAMELY..

HOW OFTEN DO YOU GO TO THE CINEMA?
- ❑ ONCE A WEEK
- ❑ ONCE A FORTNIGHT
- ❑ ONCE A MONTH
- ❑ ONCE A YEAR

WHICH OF THESE FILMS WOULD YOU GO TO SEE (IF THEY WERE MADE)?
- ❑ TURTLES 2
- ❑ ROBOCOP 3
- ❑ PREDATOR 3
- ❑ ALIENS 3
- ❑ GHOST 2
- ❑ STAR WARS 4
- ❑ GREMLINS 3
- ❑ ET 2
- ❑ INDY 4
- ❑ BACK TO FUTURE 4

WHAT'S THE BEST MOVIE YOU'VE SEEN ON VIDEO RECENTLY?..

WHAT SORT OF MUSIC ARE YOU INTO?..................

THE MAGAZINE

WHICH OTHER MAGAZINES DO YOU READ/BUY?
- ❑ ACE
- ❑ AMIGA ACTION
- ❑ AMIGA COMPUTING
- ❑ AMIGA FORMAT
- ❑ AMIGA POWER
- ❑ ATARI ST USER
- ❑ CLUB NINTENDO
- ❑ CRASH
- ❑ CU AMIGA
- ❑ GAMES-X
- ❑ MEAN MACHINES
- ❑ NEW COMPUTER EXPRESS
- ❑ PC LEISURE
- ❑ POPULAR COMPUTING WEEKLY
- ❑ RAZE
- ❑ SEGA POWER
- ❑ ST ACTION
- ❑ ST FORMAT
- ❑ THE ONE AMIGA
- ❑ THE ONE ST
- ❑ YOUR AMIGA
- ❑ YOUR COMMODORE
- ❑ ZERO
- ❑ ZZAP! 64

WHICH MAGAZINE IS YOUR FAVOURITE AND WHAT IS ITS BEST FEATURE?..
....

WHY DO YOU BUY CVG?
- ❑ IT'S FIRST WITH THE NEWS
- ❑ IT'S GOOD VALUE
- ❑ IT LOOKS GOOD
- ❑ IT'S FULL OF REVIEWS
- ❑ IT'S GOOD FUN
- ❑ IT'S HONEST AND FAIR
- ❑ SOMETHING ELSE, NAMELY.................................

PLEASE MARK THE FOLLOWING SECTIONS OF THE MAG FROM 1 TO 10 (10 = BRILLIANT, 1 = RUBBISH).
- ❑ COVERS
- ❑ CONTENTS
- ❑ ED FIRST
- ❑ NEWS
- ❑ REVIEWS
- ❑ PREVIEWS
- ❑ YOB'S MAILBAG
- ❑ CVG CHALLENGE
- ❑ CHEAT MODE
- ❑ SADIE'S SCORERS
- ❑ CHARTS
- ❑ COMPETITIONS
- ❑ ARCADE ACTION
- ❑ NEXT MONTH

IS THE TEXT IN CVG REVIEWS
- ❑ TOO SHORT
- ❑ TOO LONG
- ❑ JUST RIGHT

ARE CVG REVIEW RATINGS
- ❑ TOO LOW
- ❑ TOO HIGH
- ❑ JUST RIGHT

ARE THE SCREEN SHOTS
- ❑ TOO BIG
- ❑ TOO SMALL
- ❑ JUST RIGHT

IS THE RATING SYSTEM
- ❑ JUST RIGHT
- ❑ REASONABLE
- ❑ POOR

WHAT DO YOU THINK OF THE RECENT CVG REDESIGN AND THE OVERALL LOOK OF THE MAGAZINE?
- ❑ GREAT
- ❑ OK
- ❑ POOR

WHAT ELSE WOULD YOU LIKE TO SEE?
- ❑ STAR INTERVIEWS
- ❑ FEATURES ON PROGRAMMERS
- ❑ GAME ROUNDUPS
- ❑ GAMES IN PROGRESS
- ❑ FILM/MUSIC/VIDEO NEWS
- ❑ A COMIC STRIP
- ❑ POSTERS/STAR PICTURES

IS CVG'S 8-BIT COVERAGE
- ❑ TOO LOW
- ❑ TOO HIGH
- ❑ JUST RIGHT

16-BIT COVERAGE
- ❑ TOO LOW
- ❑ TOO HIGH
- ❑ JUST RIGHT

MEGADRIVE COVERAGE
- ❑ TOO LOW
- ❑ TOO HIGH
- ❑ JUST RIGHT

FAMICOM COVERAGE
- ❑ TOO LOW
- ❑ TOO HIGH
- ❑ JUST RIGHT

HANDHELD COVERAGE
- ❑ TOO LOW
- ❑ TOO HIGH
- ❑ JUST RIGHT

DO YOU BUY MEAN MACHINES REGULARLY?
- ❑ YES
- ❑ NO

IF NOT, WHY NOT?..

FINAL COMMENTS ON CVG?...
....
....
....

DIAL-A-TIP CHEAT-LINE

for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898-10-1234

Updated weekly,
Live Computer Helpline:

0898-338-933

PRIZES FOR BEST CHEATS, TIPS, ETC.

INFERNO
Interactive Phone Games

£100 PRIZE

NOW ON LINE

0898-442777

Send to: PO Box 54, Southwest Manchester M15 4LY

Proprietor: Jaqueline Wright
Please ask permission of the person who pays the bill, calls charged at 33p per min 'Cheap Rate' 44p per min at all other times.

MC MARTINS C-O-N-S-O-L-E-S MC

34 Keswick Gardens, Redbridge, Ilford, Essex IG4 5NB

To order phone our shop 081-521 0692 10am to 6pm or 081-550 5073 after 6pm.

MEGADRIVE	Jap	U.K
Bonanza Bros	£34.00	
Super Real Basketball	£32.00	£33.00
Sonic Hedgehog	£34.00	£34.00
Dick Tracey		£33.00
Gynoug	33.00	
Fatal Labyrinth		£32.00
Arnold Palmers Golf	£32.00	£32.00
Lakers Vs Celtics		£33.00
Hellfire	£32.00	
Magical hat	£33.00	
P.G.A. Golf		£34.00
Wrestle Ball	£33.00	
James Pond		£34.00
Battle Squadron		£34.00
John Madden's Football		£32.00
Sword of Sodan		£35.00
Tiger Heli		£34.00
Mickey Mouse	£33.00	
Ring Side Angel	£33.00	
Wonderboy III	£33.00	
Batman	£35.00	
Darius II	£32.00	
Strider	£33.00	
Super Monaco GP	£32.00	£33.00
Verytex	£31.00	
Moonwalker	£33.00	
Shadow Dancer	£33.00	
Revenge of Shinobi	£32.00	£34.00
Midnight Resistance	£37.00	
Kageki	£32.00	
Super Airwolf	£33.00	
Elementary Master	£33.00	
Dynamite Duke	£32.00	

NINTENDO	Jap	U.K
Batman		£32.00
Double Dragon II	£34.00	
Turtles	£33.00	£26.00
World Wrestling		£34.00
Gauntlet 2		£32.00
Robocop		£30.00
Mega Man II		£34.00
Super Mario Bros		£30.00
Duck Tales		£30.00

GAMEBOY	Jap	U.K
Batman	£24.00	£25.00
Operation C		£24.00
Chase HQ		£25.00
Robocop		£25.00
Ghostbusters II		£25.00
R Type		£24.00
Bad 'n' Rad		£24.00
Spiderman		£24.00
Bubble Bobble		£24.00
Dragons Lair		£24.00
F1 Spirit		£23.00
WWF		£24.00
N.B.A. Basketball		£24.00
Rolands Curse		£24.00
F1 Race	£21.00	
Kung Fu Master		£24.00

We also stock a variety of games for the: Game Gear, Lynx, Famicom, PC Engine, Sega Mastersystem + Commodore Amiga

**To order simply phone or send a cheque to the above address.
24 hour delivery by hand for local orders!!**

VISIT OUR SHOP AT
100 WOOD STREET, WALTHAMSTOW, LONDON E17

SUPER FAMICOM PAL I

PRICE TOO LARGE?

WANT ONE........WE HAVE SLASHED THE PRICE TO £199.00 ..
YES £199.00
ALL OF OUR FAMICOMS ARE IMPORTED AND HAVE A
PROFESSIONAL PAL I CONVERSION!
FAMICOM WITH ONE GAME IS £240.00 RING FOR GAMES

ALL MAJOR CREDIT CARDS TAKEN

ACORN COMMUNICATIONS
FENGATE PETERBOROUGH
FAX 0733 558732
0733 - 62206
(10 LINES)

PLEASE ADD £5.00 P&P FOR CONSOLES AND £1.00 FOR GAMES
TRADE ENQUIRIES WELCOME

ARCADE ACTION

THE SIMPSONS



That wild 'n' wacky family, the Simpsons have just appeared in their very own coin-op - and it's just as nutty as their television programme!

The plot revolves around baby Simpson Maggie, who's been abducted by a group of jewel thieves. The only thing for it is for the rest of the family to go and rescue her from the clutches of the evil hoodlums.

Up to four players can participate, with each member of the Simpsons family selectable for battle. The mission of mercy is split into a variety of levels which run across the length and breadth of Springfield; addicts of the TV series will instantly recognise such locations as the funfair, the park, the main street and even Moe's Tavern!

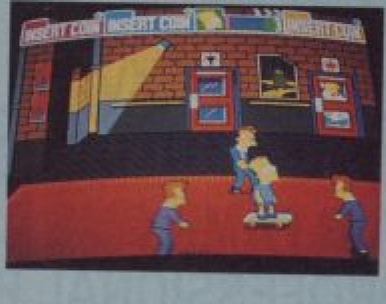
Each level is packed full of hoodlums all out to nobble the heroic Simpsons and wear down their energy bars. Fortunately, each member of the family carries a weapon with which to dispatch the baddies - so beat 'em up skills are the order of the day.

As with all games of this type, at the end of each level lurks a giant guardian who must be duffed over to progress onwards. At the end of level one there's a giant wrestler - next up is one of Krusty the Klown's minions. On the final level is the boss of the jewel thieves; defeat him and Maggie is rescued!



Similar in concept to the Turtles coin-op (hardly surprising, since it's designed to go into old Turtles cabinets), The Simpsons is nevertheless a thoroughly enjoyable game. The graphics are absolutely marvellous, from the brilliant movie-style introductory sequence showing Maggie's abduction to the in-game graphics, it's just like playing a cartoon. There are so many neat touches - just watch the expressions and reactions of the characters as they do battle, they're hilarious. The sound effects are also excellent - all sampled from the cartoon - and there's a version of the Simpsons tune thumping away maniacally in the background, which adds greatly to the frantic atmosphere. Add this all together, and mix in the mega-addictive gameplay and you've got a coin-op that offers loads of fun... and keeps you pumping in the credits!

EL JAZZO RIGNALL













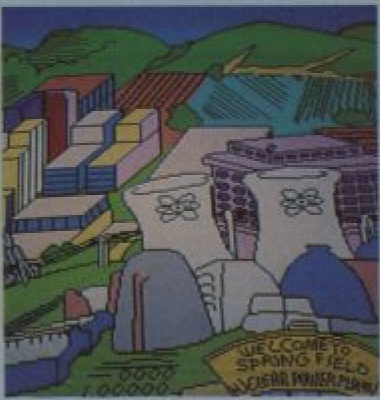






TM







MEET THE SIMPSONS

Want to know more about this ker-a-zee family? Well, here goes...

HOMER



Normally baldy-boy Homer is the definitive couch potato - but a crisis has occurred and he's ready to fight... and fight dirty!

MARGE



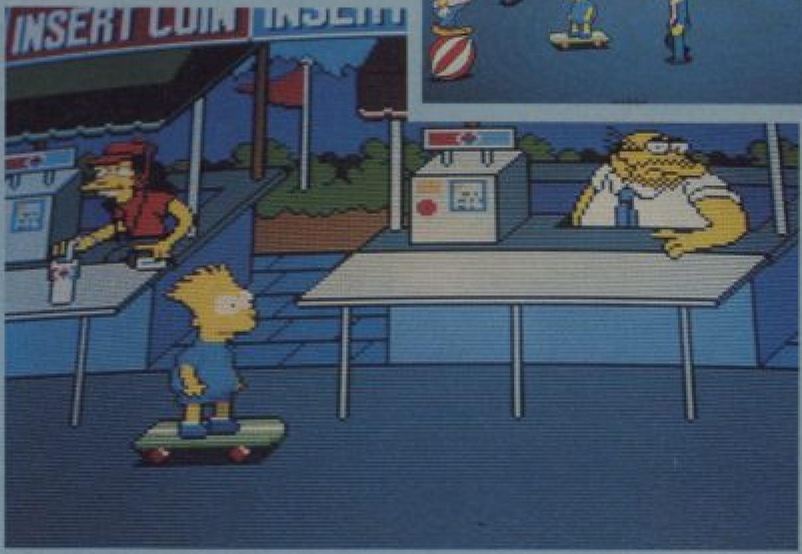
Armed with a hoover to suck the baddies into the middle of next week, mother Simpson is a fearsome sight with her giant blue beehive!

ARCADE ACTION

CVG HIT

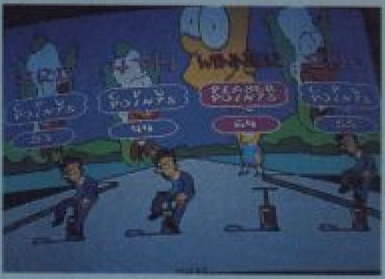






BALLOON BLOWING BALONEY

Between levels there's a brill bonus bonanza - balloon blowing! The four players line up and they have to press their fire buttons as quickly as possible to inflate their balloon. The first to do so gets bonus points - the rest see their inflatables explode in their faces!







BART



Everyone's favourite juvenile delinquent is armed with a skateboard with which to whack the bad guys about the head and shoulders!

LISA



It's skipping rope violence Lisa dishes out when the hoodlums approach - she's deadly at lashing out with it!

ARCADE	
GRAPHICS	93
SOUNDS	93
PLAYABILITY	94
LASTABILITY	89
OVERALL	91



WE'VE GOT THE
POWER
A POWER - CRAZED
COLLECTION OF
No.1 HITS
PLUG INTO
THIS GALAXY
OF FUN AND
EXCITEMENT
FOR YOUR
COMPUTER
POWER
CHASE H.Q.
ALTERED BEAST
ACTIVISION
X-OUT
TURRICAN
RAINBOW ISLANDS
ocean
X-OUT
CHASE HQ
TURRICAN
ALTERED BEAST
RAINBOW ISLANDS
AMIGA • ATARI ST
SPECTRUM • COMMODORE
AMSTRAD (Compatible with CPC Plus)
POWER UP BY ocean
OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

PREVIEW

VERSION	DATE	PRICE
MASTER SYSTEM	SEPTEMBER	£29.99



XEN
M E G A B

Sega owners aren't exactly well catered for when it comes to vertically scrolling shoot 'em ups (Powerstrike is probably the only decent one that comes to mind). Not to worry though, because Mirrorsoft are set to redress the balance with the release of Xenon 2: Megablast!

The aim of the game is pretty simple. Travel along the vertically scrolling play area roasting and a-toasting Xenite posterior with the aid of your attack fighter. Loads of pick-ups are on offer, ranging from heavy duty lasers to cannons and missiles. There are also the less interesting icons like the speed-up and smart bomb, made available simply by blasting away at the icon-carrying Xenites!

Mirrorsoft reckon that the finished game will be ready for a September release, and from what we've seen the game looks completely brill! Expect to see a review of the finished package as soon as possible.

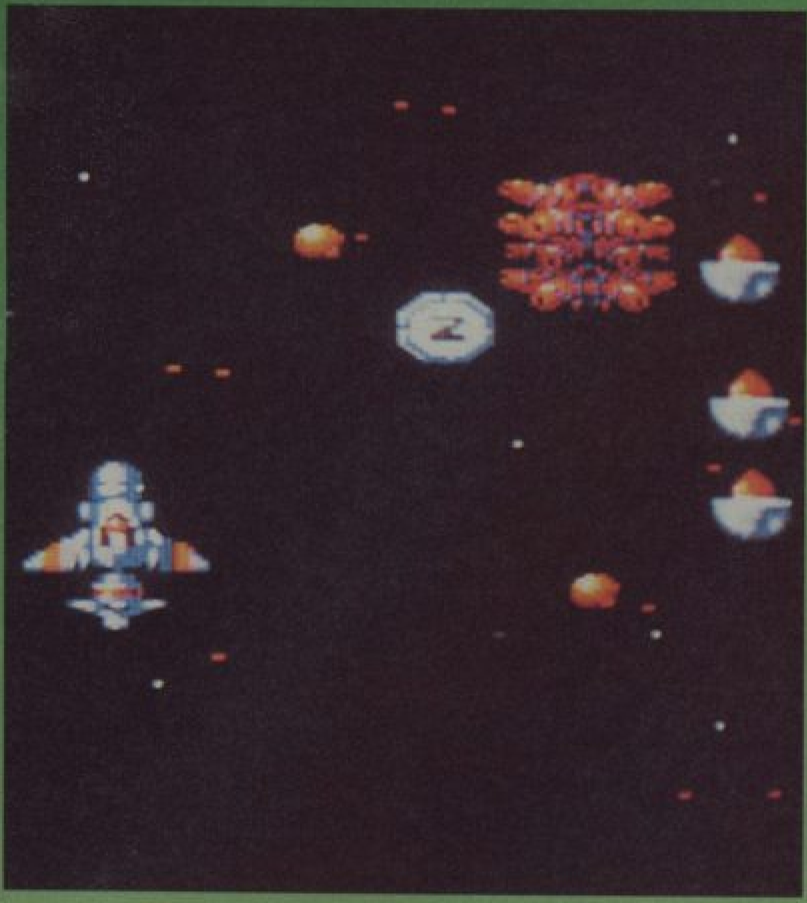


MEGABLAST VENUES

The original Amiga blast had five levels of blasting action, but due to memory restrictions only the best three can make it into the Sega cartridge. The idea is that the evil Xenites have planted time bombs in various stages of the Earth's past, and our time-travelling attack craft has to rescue history by annihilating each bomb in turn. But the Xenites aren't going make things easy...







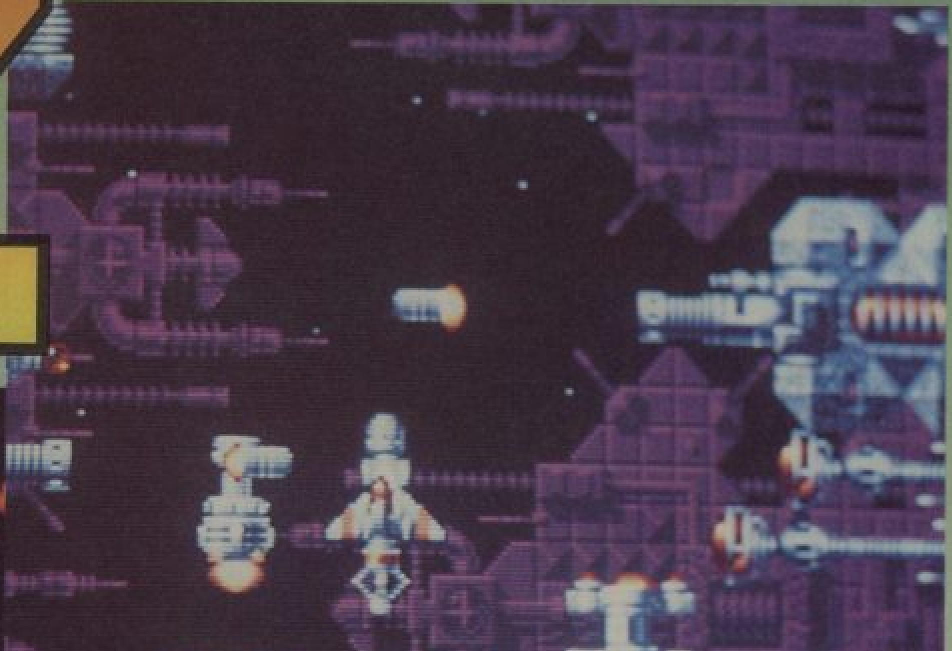


EXPLOSIONS 'R' US

At the end of each level, after the player has seen off a massive boss, a trip to the shop occurs. Here, the player can buy new weapons systems as well as sell off all of the obsolete systems. Side-fire, rear-fire, mines, drones, extra energy, massive lasers and cannons can all be purchased - if you've got the necessary wonga!

ON 2

ABLAST





THE COMPARISON QUESTION

The ST and Amiga versions of Xenon 2: Megablast fared extremely well when they were first reviewed in CVG, scoring a massive 95% and 96% respectively! From the pre-production Sega version we've seen, the graphics look extremely close to the 16-bit originals, with the action only slowing down when there are a lot of sprites and bullets on-screen at the same time. There's also a surprisingly small amount of flicker as well!

ORIENTAL CONNECTION

Nintendo · SEGA

UK Office

SEGA MEGADRIVE WITH ONE GAME	£139
SEGA GAME GEAR WITH ONE GAME	£125
NINTENDO SUPER FAMICOM WITH TWO GAMES	£290

SOFTWARE - LATEST RELEASES - BEST PRICES

SPECIAL OFFERS

MEGADRIVE		GAMEGEAR		FAMICOM	
Batman	£31	Super Golf	£21	Mario 4	£44
Magical Hat	£19	Mickey Mouse	£21	Actraisers	£38
Mickey Mouse	£23	Psychic World	£21	Hole In One	£36
Dick Tracy	£31	Super Monaco	£21	Gradius III	£40
Hell Fire	£14	Baseball 91	£21	Sim City	£43
DJ Boy	£14	Devilish	£21	Populous	£43
ESWAT	£12	Columns	£21	F Zero	£40
Tiger Heli	£31	Pop Breaker	£21	Bombuzal	£33
Ka Ge Ki	£33	Woody Pop	£21	Big Run	£40
Mid Resistance	£40	Pengo	£21	Final Fight	£44

PLUS MANY MORE

8 PENN ROAD
MANOR PARK
SLOUGH
BERKSHIRE
SL2 1PQ
TEL- (0753) 31759

PRESTON GAMES

13 LOWTHIAN STREET, PRESTON, LANCS PR1 2EP
TEL: (0772) 54857 - FAX: (0772) 823344
SHOP HOURS: 9.30 - 5.30PM MON - SAT
MAIL ORDER: 9.00 - 8.00PM MON - FRI,
9.00 - 5.00PM SAT, 10AM - 4PM SUNDAY

CARTRIDGE EXCHANGE SERVICE

NINTENDO GAMEBOY SYSTEM

USED "DOUBLE DRAGON"	£6 + YOUR OLD CART
USED "PAPERBOY"	£6 + YOUR OLD CART
NEW "CHESSMASTER"	£10 + YOUR OLD CART
NEW "WWF SUPERSTARS"	£10 + YOUR OLD CART
NEW "GREMLINS 2"	£10 + YOUR OLD CART
+ MANY MORE	

NINTENDO SUPER FAMICOM

USED "POPULOUS"	£8 + YOUR OLD CART
USED "ACTRAISER"	£8 + YOUR OLD CART
USED "PILOT WINGS"	£8 + YOUR OLD CART
USED "SUPER MARIO WORLD"	£8 + YOUR OLD CART
USED " R-TYPE II"	£8 + YOUR OLD CART
+ MANY MORE	

NINTENDO ENTERTAINMENT SYSTEM

USED "SKATE OR DIE"	£6 + YOUR OLD CART
USED " WORLD WRESTLING	£6 + YOUR OLD CART
USED " DOUBLE DRAGON 2"	£6 + YOUR OLD CART
+ MANY MORE	

SEGA MEGADRIVE SYSTEM

USED "SUPER MONACO G.P."	£7 + YOUR OLD CART
USED "JOHN MADDENS FOOTBALL"	£7 + YOUR OLD CART
NEW "KA GE KI"	£20 + YOUR OLD CART
NEW "WADONNA FOREST"	£20 + YOUR OLD CART
NEW "VOLFIED"	£20 + YOUR OLD CART
+ MANY MORE	

SEGA MEGADRIVE SYSTEM - ADVANCE ORDERS

SONIC THE HEDGEHOG (JULY)	£15 + YOUR OLD CART
ALIEN STORM (JUNE/JULY)	£20 + YOUR OLD CART
STREET SMART (JULY)	£20 + YOUR OLD CART
WRESTLE WAR (JUNE)	£20 + YOUR OLD CART

RING OUR HOTLINE ON (0772) 54857
FOR DETAILS AND LISTS
RING FIRST BEFORE SENDING ANY CARTRIDGES

WIN WIN WIN WIN WIN

WIN A FABULOUS



PLUS TEN FREE GAMES

FAMICOM

CALL NOW 0898 555531

CALLS ARE CHARGED AT A RATE OF 33p PER MINUTE (CHEAP RATE) AND 44p PER MINUTE (AT ALL OTHER TIMES).
L&D LEISURE, SHEFFIELD, YORKSHIRE. PLEASE ASK PARENTS PERMISSION BEFORE CALLING

PRINCE of PERSIA

PREVIEW

VERSION	DATE	PRICE
MASTER SYSTEM	TBA	£ TBA

Princely Master System games freaks are in for a treat - the brilliant Prince of Persia will be taking a bow on a Sega near you soon!

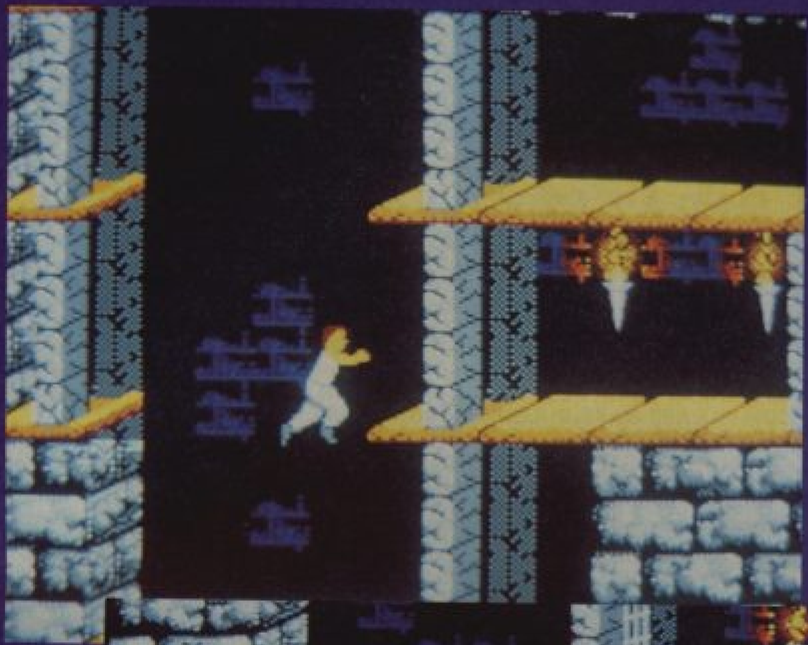
Converted by Domark, publishers of the original sword-and-puzzle computer classic, this console conversion is looking very good indeed and (dare we say it?) actually better than the original.

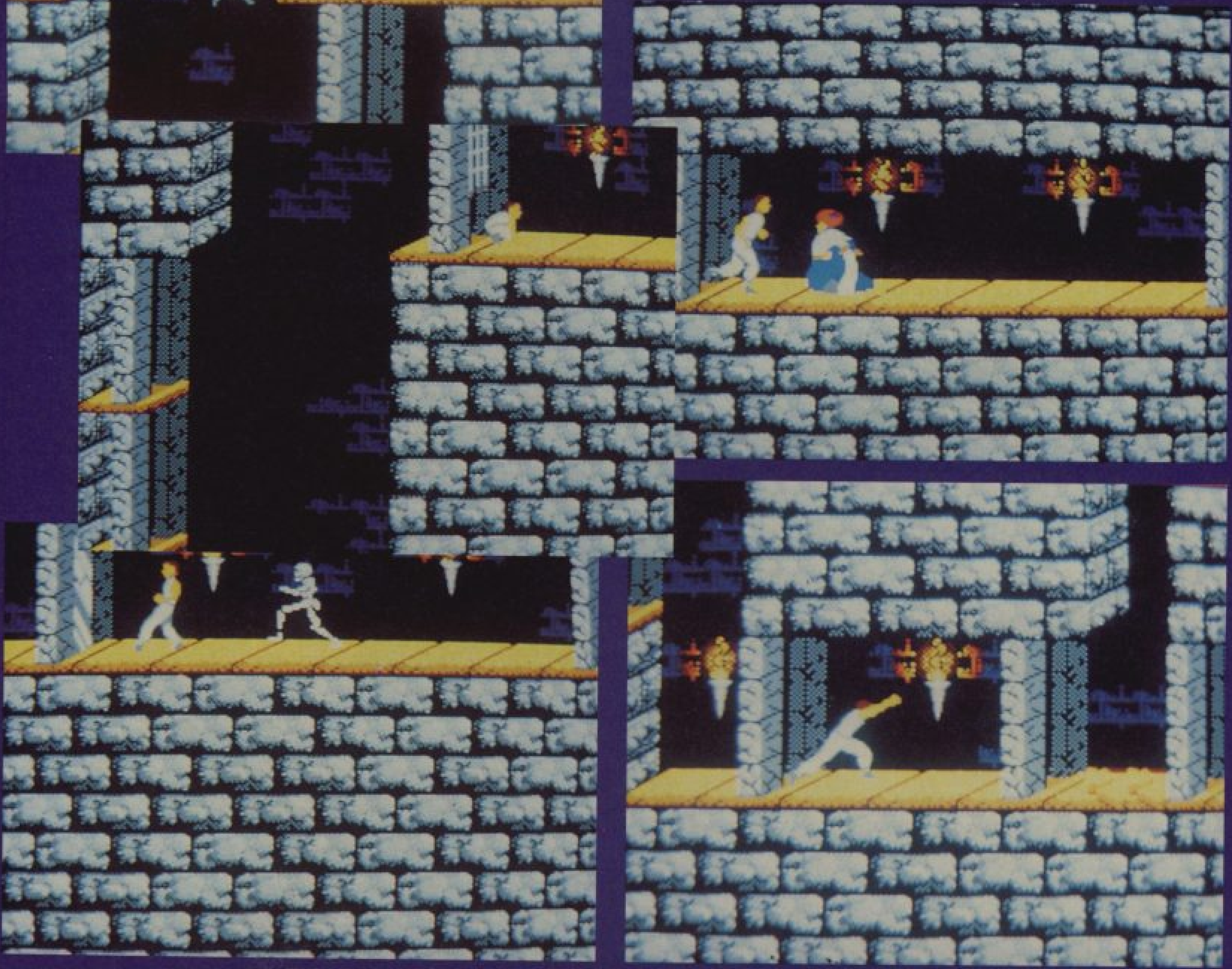
Taking the role of a rather dashing young hero, run, jump and fight your way through screen after screen of puzzles, traps and bad guys to rescue the Princess from the nasty old Grand Vizier Jaffar.

She's trapped in her room high in the palace tower and you've been stripped of your sword and thrown in the dungeon. If you want to live happily ever after, you've got to get to that Damsel before the Sultan marries her...

The main strengths of the original Prince of Persia were its stunning animation and great playability. Work is now well under way on the Master System version and from what we've seen the results are looking absolutely brill.

Domark have paid a lot of attention to the graphics and spent some serious time making sure the game feels the same. We think this could be a very strong title for the MS, so watch this space for more news as soon as...





CAMBRIDGE CONSOLES
TEL: 0223 350422

SEGA MEGADRIVE (PAL/I) + MICKEY MOUSE £129

SEGA MEGADRIVE (PAL/I) + MICKEY MOUSE + EXTRA JOYPAD £135

SEGA MEGADRIVE (PAL/I) + ANY GAME UP TO £30 £145

SEGA GAME GEAR GAMES AND GAMEBOY GAMES ALSO AVAILABLE RING FOR DETAILS

SUPER FAMICOM INC 2 GAMES (Scart)	£289
SUPER FAMICOM INC 1 GAME (Scart)	£265
SEGA GAME GEAR INC 2 GAMES	£140
SUPER FAMICOM (Pal)	CALL

SEGA CD ROM COMING SOON!

SALE NOW ON!

MEGADRIVE GAMES	
Eswat	£20.00
DJ Boy	£20.00
Ghostbusters	£20.00
Hellfire	£23.00
Dynamite Duke	£23.00
Mickey Mouse	£23.00
Magical Hat	£23.00
Shadow Dancer	£23.00
Crackdown	£23.00
Wonderboy III	£23.00
Strider	£25.00
Elemental Master	£25.00
Volfied	£26.00
Joe Montanna Fball	£27.00
Aeroblasters	£27.00
Dick Tracey	£27.00
Darius II	£28.00
Gynoug	£28.00
Glaries	£29.00
Verytex	£29.00
Super Airwolf	£32.00
Midnight Resistance	£34.00
Ka Ge Ki	£33.00
Vallius III	£33.00
Bonanza Bros	£29.00
Arcus Odyssey	Call
Wrestle War	Call
Alien Storm	Call
Sonic Hedgehog	Call

FAMICOM GAMES	
Actraiser	£39.00
Big Run	£39.00
Bombuzal	£35.00
Gradius III	£39.00
Pilot Wings	£39.00
Final Fight	£40.00
F-Zero	£39.00
Mario World	£39.00
Populous	£39.00
Darius Twin	£39.00
Sim City	Call
UN Squadron	Call
R - Type	Call
R - Type II	Call

NEO GEO GAMES	
All Games	£100
New Releases	£125

HARDWARE	
Arcade Power Stick	£32.00
Joypads	£14.00
Japanese Convertors	£13.00

All goods purchased from us carry 12 months warranty.

Many other titles for all these formats available at the best prices!

Please make all cheques + P.O.'s payable to:
CAMBRIDGE CONSOLES
78 AKEMAN ST
CAMBRIDGE
CB4 3HG
TEL:
(0223) 350422

ADD:
£1 P&P FOR GAMES
£2 P&P FOR HARDWARE
£5 P&P FOR MACHINES
10AM TO 5PM ORDERS ONLY
6PM TO 9PM ENQUIRIES AND ORDERS.
MON - SUN

GIVE US A RING IF YOU WANT TO KNOW MORE ABOUT ANY OF THE GAMES WE DO PLAY THEM TOO!



MADE IN JAPAN

SUPER FAMICOM (SCART)£299
INC'S 2 GAMES OF YOUR CHOICE. PLEASE CALL FOR AVAILABILITY OF PAL TV VERSION !

WE STOCK ALL THE LATEST CART'S!
DARIUS - BIG RUN - SIM CITY - GOLF
BASEBALL - FINAL FIGHT - ULTRAMAN
UN SQUADRON - PILOT WINGS
MORE IN STOCK, PRICES FROM £35 UPWARDS

PHONE FOR OUR BEST PRICES & AVAILABILITY

WE STOCK MANY EXTRA ITEMS FOR THE FAMICOM
EG. AMPLIFIER KITS, DUSTCOVERS ETC

HIRE & EXCHANGE SERVICE NOW AVAILABLE

SEND A S.A.E TO US & WE'LL SEND YOU LOADS OF INFO AND OUR CUSTOMER BULLETIN No 1. SEE OUR ADDRESS BELOW.

☎0363-773814 MON-SAT TILL 8PM!

MAIL ORDER ONLY. PLEASE ADD £1 P&P FOR CARTS, ADD £5 FOR FAMICOM. PLEASE MAKE CHEQUES/POSTAL ORDERS PAYABLE TO 'MADE IN JAPAN', SEND TO :-
2 QUEENS PARK,SHOBROOKE,DEVON,EX17 1AS
ALL PRICES CORRECT AT TIME OF PRINT. WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTICE. ALL TRADEMARKS ACKNOWLEDGED.

DWM!

CONSOLE SOFTWARE HIRE CLUB
LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)
7 DAY HIRE PERIOD

HIRE ANY TITLE FOR ONLY
SUPER FAMICOM – £3.50
SEGA MEGADRIVE – £3.00
PC ENGINE – £3.00
GAMEBOY – £2.50
ATARI LYNX – £2.50
SEGA GAME GEAR – £2.50

SECOND HAND GAMES WANTED

PLEASE SEND ME YOUR INFORMATION PACK

NAME ______________________
ADDRESS ______________________
____
______________ POST CODE ______________
I OWN THE FOLLOWING CONSOLES
____

DWM,
122 STRATHERN ROAD,
DUNDEE, DD5 1JW
TEL: 0382 74912
FAX: 0382 77709

CONSOLE ✻ QUEST

Tel: (0903) 693623/63786 Office Hours: 10am-1pm 2-7pm Mon to Fri
IMPORTANT ANNOUNCEMENT. ALL OUR GOODS ARE NOW SENT OUT RECORDED/REGISTERED TO GIVE YOU, OUR CUSTOMER, PEACE OF MIND. CQ CARES.

At CQ we are unsure whether to continue advertising in C&VG. We want your opinion. When you ring, please tell us what you think of the mag, compared to MEAN MACHINES and RAZE . To tempt you, we will take £1 off any new game order!

We supply both new and second hand console machines and games. We have the *GAMEBOY, FAMICOM, MEGADRIVE, LYNX, PC ENGINE & NEO-GEO.* We have the latest to the oldest, from *DICK TRACY* to *ALEX KID.* The prices for the games range form *£9* to *£55.*
Below are examples of new games that we have in stock:-

MEGADRIVE	FAMICOM	GAMEBOY	LYNX	GAME-GEAR
DARIUS II	AUGUSTA	ROBOCOP	RAMPAGE	M.MOUSE
VERYTEX	SUPERMARIO	TURTLES	KLAX	CHASE HQ
MAGICAL HAT	HOLE IN ONE	CYRAID	SHANGHAI	SHIKINJO
STRIDER	FINAL FIGHT	F1 SPIRIT	R.SQUASH	D.CRYSTAL
GYNOUG	SIM CITY	R-TYPE	PAPERBOY	WOODY POP
TIGER HELI	F1 - ZERO	PARODIUS	XENOPHOBE	PSYCHIC WORLD
KAGEKI	ULTRAMAN	WWF	RYGAR	BASEBALL

+ LOTS MORE AT *WICKED* PRICES

We supply joypads & joysticks. How about a *MEGADRIVE* for £135 or a *GAMEBOY de LUX* + choice of Game for £85.00. *WICKED INDEED!* BUT most of all, we provide help and a service. Please try us.

We run the OFFICIAL **UK NEO-GEO RENTAL CLUB** for games. Please ring.

At CONSOLE QUEST, we play them too, you know!

ANOTHER SHOW! CQ WILL BE AT THE 16 BIT COMPUTER SHOW (12 - 14 JULY) NOVOTEL, HAMMERSMITH. BRING YOUR DOSH FOR A BIT OF TRADE.

CONSOLE QUEST, 1 ASHACRE MEWS, OFFINGTON, WORTHING, W SUSSEX BN13 2DE



PREVIEW

VERSION	DATE	PRICE
AMIGA	JULY	£ 25.99
ST	JULY	£ 25.99
C64	JULY	£ 9.99
SPECTRUM	JULY	£ 9.99
AMSTRAD	JULY	£ 9.99

MANCHESTER UTD EUROPE

KRYSALIS

After their success with the original Manchester United game (and the aforementioned team's recent success in the European Cup Winner's Cup), Krysalis are now set to repeat the glory with the imminent release of Manchester United Europe.

Viewed in a similar fashion to the original, this new footy spectacular has vastly improved audio-visuals (the crowd constantly cheer or murmur, depending on how the action is going) and the choice of teams available includes all the teams selected to go into Europe's major football tournaments next year!







MUE also has an Kick Off 2-style aftertouch option, giving improved ball control as well as almost-pinpoint accuracy for corners, throw-ins, and free kicks and the ability for headers and volleys!

Penalties are also awarded for fouls inside the six-yard box, and yellow and red cards are dished out for players who can't keep their boots to themselves! If a player is injured badly enough, he can be substituted for one on the bench.

Unfortunately, MUE arrived at CVG Central too late for a full review this issue, but rest assured we'll be having a close look at this next month. The question remains - does Kick Off 2 have anything to fear? Find out soon!



PREVIEW

VERSION	DATE	PRICE
NINTENDO	AUGUST	£ TBA





CAPTAIN SKYHAWK

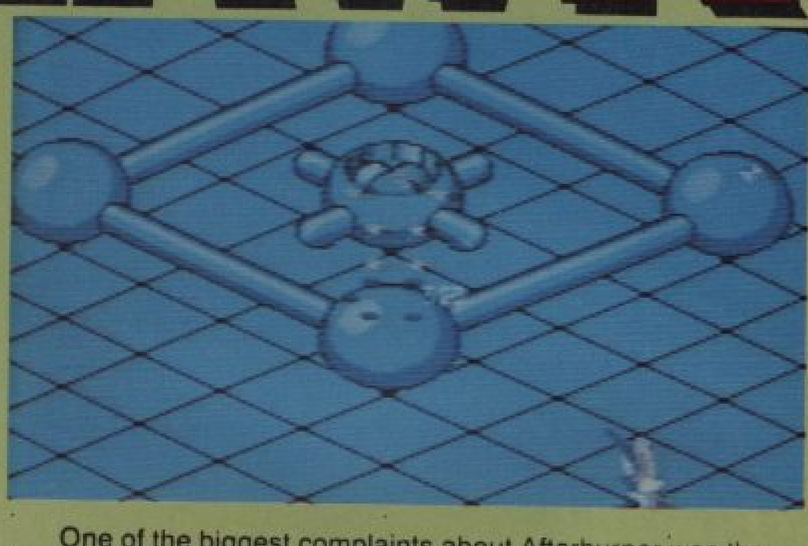
Of all our brave flyboys, one man stands out from the crowd: it's Captain Skyhawk! With a chin to out-square the best of them, he's the one to be chosen to take his Tomcat out for a spin and blast those alien rotters who have decided that Earth is a bit shagged out and should be ripe for the taking.

Whether they're right is up to you in this five-level alien bashing spectacular. Each level consists of three stages, the first being an air-to-ground vertical shoot 'em up. Complete this and it's off into the blue skies for an Afterburner-esque blast. Then comes a tricky docking procedure requiring pixel-perfect accuracy unless you want to be so much dog food and metal shards.

Once you're safe inside HQ, it's toddle-down-to-the-shops time with any credits earned whilst in battle to buy a load of missiles, before you're ejected back into the wide, blue yonder to do the same again!

This latest release from ex-Ultimate chaps Rare has to be something special to continue the company's tradition of high-quality releases.

Whilst most blasters start off relatively simple and become more difficult as you go, Captain Skyhawk seems to do exactly the opposite and becomes easier as you progress! Strange.







One of the biggest complaints about Afterburner was the lack of things to do apart from shoot planes out of the sky, making it a bit of a lame horse in the long-term playability stakes. But why waste a good idea just because it fell flat on its face as a stand-alone shoot 'em up? The programmers of Captain Skyhawk have simply squashed the full game down and made it into just one stage of their blaster.

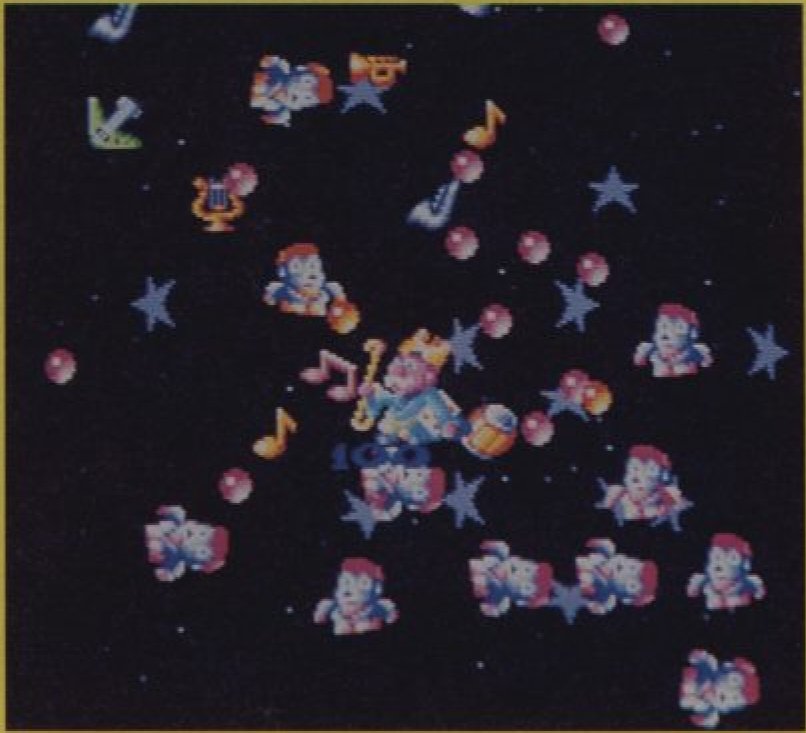
This Elite-inspired stage sees the sweaty-palmed player lining his aircraft up with the entrance to the revolving space station in order to spiral toward and into it without scraping the sides. And if that's what you do, you'll need more than a few licks of paint and a sticky plaster to cover the scratches!



GALACTIC THE VISION GAME

PREVIEW

VERSION	DATE	PRICE
AMIGA	TBA	£ TBA

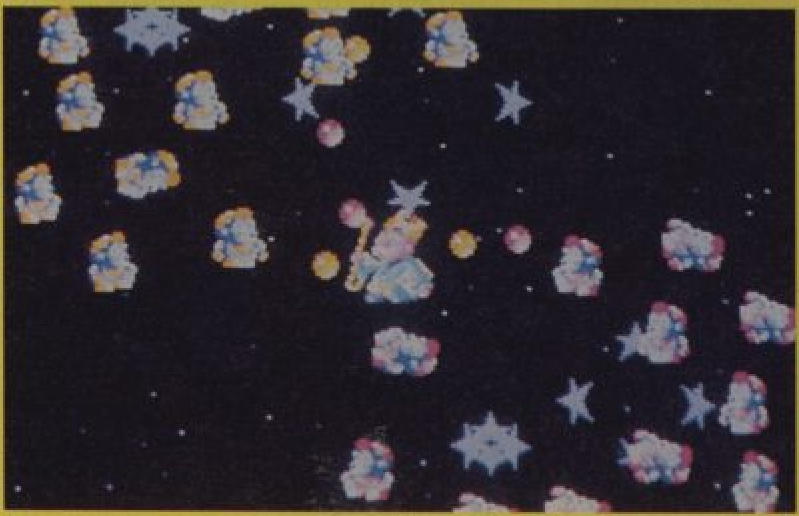


STAVROS FASOULAS

All's been quiet from Finland's foremost coder since 1988, when he impressed the C64-owning public with the brilliant ball-rolling Que Dex (Quest for Ultimate Dexterity). Now, Stavros Fasoulas is about to amaze the Amiga owners of 1991 with Galactic: The Vision Game.

There isn't much of a scenario as such. The player adopts the role of a king in a distant galaxy who gleans much amusement from playing the Galactic game. There is no certain goal: just fast, frenetic action as you guide your king, blasting all-and-sundry with explosive playing cards of doom. The aim is just to survive as long as possible!





Galactic has been in production for seven months now and most of the graphics and gameplay are complete. Stavvy's managed to coax this Amiga game into running at 50 frames a second (that's as fast and smooth as most coin-ops) and there's usually over 50 sprites on-screen at once.

From the look of the screenshots, Galactic looks like a very busy game and we're led to believe that it's one of the fastest games ever (Stavros reckons it's faster than both Defender and Stargate!). In order to keep the action fast and fluid Galactic is a single load game, so there's no waiting around for new levels to be loaded in!

Galactic promises to be one of the most playable games ever to hit a 16-bit machine and we look forward to receiving a finished copy!



If you have some gear you want to sell, advertise it in our Microsells section. The cost is £1.00 for up to 20 words or £2.00 for between 20-40 words. Send the cash with the advert to the following address: C&VG Microsells, Priory Court, 32-32 Farringdon Lane, London EC1R 3AU.

9 SEGA MASTER SYSTEM GAMES for sale. Psycho Fox, Tennis Ace and 7 more. Prices from £5-£15. Phone Paul on 081 330 3984 after 4.15pm, weekdays only.

FOR SALE 3 Nintendo games: Rad Racer, Mach Rider, Goonies II. Only 2 months old. New over £90, only £20 each or £55 for all 3. Call 071 603 2366. Matthew.

C64c + disk drive, cassette deck, 2 joysticks, power cartridge, over £500 of games on cassette and disk (Double Dragon II, Last Ninja I & II, R-Type and many more). £200 ono. Will split C64 or disk drive £110 each. Telephone: 061 789 2402 (Manchester).

COMMODORE 64 (new Style) excellent condition, Speed King joystick, Python joystick, Cassette Deck + £350 of blockbusting games (Total Recall, Batman, Golden Axe, Ninja Remix, Turtles, NARC, Dragon Ninja etc) only £140. Call Stuart on 081 427 2174.

BOXED GAMEBOY excellent condition complete with Gamelight, Magnifier, Hard Carry Case, Game Case, Games include: Tennis, Skate or Die, Spiderman. Bargain at £140 ono. Phone 0222 617587. Ask for Alun.

PC 1521 512k, Double 5¼" Drives, perfect condition, DOS included. Perfect for 1st time buyer, £450 ono. Phone 0483 224685 after 7pm or Sundays.

WANTED cheap used Sega 8-Bit and Megadrive games. Send your price list to: R.K, 4B Currents Lane, Harwich, Essex CO12 3DE. Magazine back nos like 1, 2, 3 Issues, "ZZAP 64", Ace, C+VG, CU, state want.

COMMODORE 64 (new style) 2 joysticks, Load it, Manuel, Magazines, 80+ top games e.g. Gunship, Creatures, Golden Axe, Speedball, Retrograde. Excellent condition £145. Tel: Paul 0922 32484.

SEGA MEGADRIVE plus two joypads and five games including John Maddens and Budokan. Worth £360 sell for £210 or swap for Atari ST. Phone Chris on 0259 212032.

SEGA 8-BIT console game machine. Equiped with Sega Ray Gun & 3D Glasses. Up to the number of 20-25 good games, with leads to go with it and adaptor. Selling for £250-£300. If interested, telephone this number 021 359 7464 ask for Sherman.

ATARI ST fantastic graphics, amazing music demos. Only £1 each inlcuding disk. Send 1st class stamp for lists of demos to: Paul Carman, 32 Douglas Ave, Whistable Kent CT5 1RT.

PC ENGINE CD ROM game for sale, Fighting Street, an unwanted gift £30 ono. Phone James on 0703 773€22.

ATARI STFM year old, bought for £500 in a "Power Pack". Now selling for £200, plus 10 of the 12 originals. Non working Mouse. Bargain at £200 ono. Ring Giles 0275 857252 after 4pm.

COMMODORE 64 £300 worth of software inc Robocop, Chase HQ, NZ Story £200 or will swap for a video Recorder remote cont. Megadrive Pal 3 games worth £120, £210 Gameboy £50 or Megadrive + C64 will swap for an Amiga. 14" Colour Teletext TV remote cont £250 or all for £750 – 8-9am Tel 0703 775853 Quick Sale.

WANTED Megadrive power stick will pay £22. Also Japanese convertor will pay £10. Any carts upto £25. Payment sent same day I recieve goods, Robert Reid, 40 Burdiehouse Street, Edinburgh EH17 8HB.

C64 DISC Second hand Adventure, R.P.G + Strategy games. All original. From Zork to Krynn. Limited number. SAE for list M. Miller, 7 Hobby Close, Northampton NN4 0RN.

SPECTRUM + (48k) for sale, plus 40+ games with quickshot II joystick and switchable interface. All enquires welcome contact Mark 02657 31403.

C64 DISK CONTACTS WANTED 101% reply. Write to Dave, 28 Elizabeth Avenue, Carrickfergus Co. Antrim N. Ireland, BT38 7EP. Send now.

C64 1520 printer, over 40 games including NARC, Flimbos Quest, Golden Axe, Monty Python, Microprose Soccer £250 ono or swap for a new japanese Megadrive. 061 740 1803 after 4pm.

ATARI ST includes 3 joysticks, £520 worth of software. Software ranges from Speedball 2, Shadow Warriors, Kick Off 2. Selling for £250 worth £700. Call Chris on (0252) 871244.

AMSTRAD TAPES FOR SALE Prices from only £1! Will swap for Bloodwych, Rainbow Islands, Dizzy Collection. For list send S.A.E. to William Huddleston, 1 Millwell Park, Innerleithen, Borders, Scotland, EH44 6JF

NINTENDO GAMEBOY includes 3 highly rated games Tetris, Gator Pinball and Gargoyles Quest. Also earphones, batteries etc. Hardly used. A bargain at £95 o.n.o. Tel: (0900) 827035 between 5 - 9pm and ask for Steven

SEGA MASTERSYSTEM 11 games include Alex Kidd, Shinobi World, Golden Axe, Battle Outrun and Wonderboy M Land. Control Pads, Joysticks £200 o.n.o. Phone (0532) 528092 ask for Andy

COMMAND COIN-OP Good Condition. Works perfectly want £250 o.n.o. Phone Ian on 081 958 6026 preferably after 4pm

COMMODORE 64 Public Domain, all the best titles, disk and tape, send for lists to: Demos (C+VG), 132 Springwood, Llanedeyrn, Cardiff.

COMMODORE 64 NEW MODEL Excellent condition, Data cassette unit, 3 joysticks, games worth £400, 35 mags, dust cover, reset switch. Total £650 sell for £180 ono. Tel: 081 205 0163.

SPECTRUM +2 with joystick and many games including Rainbow Islands, Chase HQ, NZ Story. Bargain at £120 ono Phone Matthew on 0767 51034.

AMSTRAD CPC 464 computer, excellent condition with colour monitor, joystick and over £200 worth of software. Sell for £250. Tel: 0942 715115.

C64 tape deck, disc drive, 2 printers, 3 joysticks, manuels and over 100 games plus a computer desk. All this for £195 ono. Contact Ross on 0582 715828 after 6pm.

SUPER FAMICOM 5 games, £400 ono. For more details phone Leigh on Bristol 0272 637102.

JAPANESE SEGA MEGADRIVE takes all games, 5 games, Strider, Ghouls n Ghosts, Golden Axe ect, two joypads. Worth around £400 will sell for £300 Ring Simon on 0689 847732.

AMSTRAD CPC 464 colour monitor, loads of games with joystick and mags. Great condition £160 ono. Tel: Sheffield 0742 452637.

SEGA MEGADRIVE PAL Japanese version plays all games converts Japanese text. Golden Axe + Super Shinobi, Rambo III and Altered Beast. Comes with arcade power stick and one joypad. Worth £360 sell for £195 ono. Phone 0438 812554.

FOR SALE Spectrum +2A 007 pack including Light Gun and 3 games brand new. over 120 original software titles (Turtles, Chase HQ, Art Studio etc...) 10 mags. All for £280 ono Contact David Williams (0685) 840141 6-9pm.

COMMORDORE 64 excellent condition. 1 year old, 2 joysticks, over £300 worth of games, Data Recorder, Bargain £130. Phone 061 483 8366 after 6pm.

FOR SALE Nintendo Gameboy with Tetris, Super Mario Land, Golf, Link Cable, Sony headphones (headphones worth £12) 1 month old, boxed as new. Worth £122. Sell for £80 ono. Phone: Gerard (031) 552 6788.

OFFICIAL U.K. MEGADRIVE with Moonwalker, Altered Beast, control pad, almost brand new, a bargain at £150!!! Sega Master System also for sale, with 2 control pads and light phaser, only been used about half a dozen times, another bargain £70. Call: (0243) 864514 week days after 4 adn anytime during weekend and ask for Russell.

AMIGA 500 still boxed, extra disk drive ½ Meg Upgrade, disk copier, boot block and games over £900 worth. £700 ono Tel: Jason between 5-7pm 061 962 6213.

NINTENDO GAMEBOY only 3 months old, including 4 games, Tetris, Super Mario Bros, Fortress of Fear and Revenge of The Gators. Worth £150 sell for £130. Contact Gaz on (0244) 535684, Clwyd.

NON-WORKING Coreografx PC Engine £55 ono. Jamma PCB boards for sale Side Arms £100 Do Run Run £50. Boards also wanted. Ring Andy (099289) 2821 after 2.30pm Please.

GAMEBOY for sale. Never used. Fully boxed with Tetris cartridge, headphones, two player link-up, carry cases (worth £15+). Unwanted present. Bargain at £50. Call (0945) 600535 ask for James.

ATARI LYNX with power lead, still boxed, good condition, 4 games: Blue Lightning, Gates of Zendocon, California Games, Slime World. Phone 0376 517252 ask for Keith only £100 for all.

ATARI LYNX with three games. £110 ono. PC Engine games £15 each. Two joysticks and Five Player adaptor £30. Phone Mat 0403 61899 Evenings and weekends. Megadrive games from £15.

NINTENDO 8-BIT + 4 games like Mario 1+2. (Boxed) only £99. Also Pal OC Engine + 8 games like R-Type, Chase HQ. As new (boxed) bargain £180 inc p+p. Write to: Rich 4b Currents Lane, Harwich, Essex CO12 3DE.

SEGA MEGADRIVE Jap/Scart version only 7 months old, with two control pads and 14 good games. Excellent condition. £320. Tel 0252 623550.

NINTENDO ENTERTAINMENT SYSTEM with Teenage Mutant Hero Turtles and two controllers. £60. Call Adrian on 783 7765 after 5.30 on Tuesdays, Thursdays and Sundays.

PC ENGINE PAL V.G.C. PC Kid, Gunhed, Pacland, Bloody Wolf, Taito Motor, Bike Racing, plus 12 more games. Will sell £250 ono Phone (0252) 710060 between 6-7pm ask for Gary.

BIG REMOTE CONTROL CAR, battery charger, two motors 4WD unwanted prize. New £80. Also Nintendo, Amstrad, Atari, Cole Co, Vectrex all dirt cheap:- RK 4b Currents Lane, Harwich, Essex CO12 3DE, for details.

SWAP SEGA MEGADRIVE band new with joypad, 2 games – Curse, Assault Suits – Boxed plus Sony Walkman (with good headphones for SEGA) for an Atari ST. . . Please. Contact Lee Morris, 105 Underhill Crescent, Abergavenny Gwent NP7 6DJ.

PC ENGINE PAL boxed, games:- Son of Dracula, PC Kid + 3 others only £140 inc p+p to: Rich 4b Currents Lane, Harwich, Essex CO12 3DE. Also Remote control car £80.

AMIGA/ATARI DAATAmouse £28, 3.5" DAATAdrive £75, DAATAscan B&W hand scanner £179, Automatic Mouse/Joystick Switch £18, Dust Cover £4.50, Neil Burrows, 23 Porter Close, Rainhill, Merseyside L35 6PY.

MOUSE MAT £3, House £2, 3 Metre Joystick Extension Lead £3, Pair 6" Mouse/Joystick Extension Leads £4, P&P 50p, Neil Burrows, 23 Porter Close, Rainhill, Merseyside L35 6PY.

BRAND NEW Guaranteed consoles and software: Super Famicom £250, Megadrive £125, Lynx £95, Game Gear £170, Megadrive games from £20. Famicom games from £40 also many more unused. Tel: (0789) 764039.

MEGADRIVE PAL boxed, joypad, pro joystick, six games including Phantasy Star II, Thunderforce III, Golden Axe, Super Shinobi. Mint condition – worth over £350, sell for £200. Contact: Andrew McCabe, 10 Sea View Terrace, Borth Y Gest, Portmadoc, Gwynedd, N. Wales, LL49 9TR. Phone 0766 514195 after 4pm.

SEGA MASTER SYSTEM for sale with 6 games including Mickey Mouse. Also with handle controller and S.G. Commander a bargain at £170 or swap for Atari 520 call Dean on (081) 391 4617.

GET YOUR GEAR HERE!

THE CLASSIFIEDS

WIN £100 and a CD

NAUGHTY TRIVIA QUIZ

0839 03 03 28



ROCK TRIVIA QUIZ

0839 03 03 26

FOOTBALLTRIVIA QUIZ

0839 03 03 27

5p per 9 secs cheap rate 7 secs other times
Questel PO Box 3000 London N20 NR8
Please ask permission before you call

MUSIC & VIDEO EXCHANGE

Computers Wanted
ABSOLUTELY ALL H/W & S/W
Wanted for Cash or Exchange –
NOTHING REFUSED!
MUSIC & VIDEO EXCHANGE
56 NOTTING HILL GATE, LONDON W11
Tel: 071-221 1075   OPEN 7 DAYS   10am-8pm
Bring or send by post with SAE for cash

ATARI ST/AMIGA

Games for **REVIEW** or **PURCHASE**
TRY before you **BUY**
At least **15% off** all software
Guaranteed Originals
Top 30 Titles always available
Public Domain Catalogue and Swapshop
Please enclose **LARGE S.A.E.** 'Plus 30p postage (stating format)' to:-
Cum-Com Software Review (DEPT CVG)
Gardner's, 63 Kingsnorth Road,
Ashford, KENT TN23 2HZ

MEGADRIVE – MASTERSYSTEM – NINTENDO

Consoles & Carts Bought & Sold
WE OFFER QUALITY PRE-OWNED CARTS AT ROCK BOTTOM PRICES.
MORE GAMES-PER-£££ AT SOFTSCAN – GUARANTEED!!!
WHAT TO DO:
IF BUYING – send a SAE for our latest price list (or phone us between 6pm-8pm for creditcard purchases only).
IF SELLING – send a SAE with a list of the games/equipment that you wish to sell and we'll give you a written quotation detailing our cash offer!
*Please not we do not offer Telephone quotes
SOFTSCAN, PO BOX 84, HEREFORD HR4 9YU
Creditcard phoneline: 0432 50836 (between 6pm-8pm)

ATARI/AMIGA SOFTWARE EXCHANGE

SOFTWARE COLLECTION GETTING A LITTLE STALE?
TRY OUR SOFTWARE EXCHANGE FOR AS LITTLE AS £1.50 EACH.
FOR DETAILS SEND SAE TO
SOFTSWAP (DEPT C) PO BOX 380, CARDIFF CF4 4PL

COMPUTER REPAIRS

FROM £15 + PARTS + VAT.
90 DAY WARRANTY
WE ALSO STOCK GAMES ON CARTRIDGE AND DISK
COMPUTABASE
CRADOCK STREET, LOUGHBOROUGH, LEICS, LE11 1AH

THE DEALER DIRECTORY

BEDFORDSHIRE
FAXMINSTER LTD
18 Church Street, Dunstable,
Bedfordshire LU5 4RU.
0582 475474

BUCKINGHAMSHIRE
SOFT-LY
5 Deer Walk, Shopping Building,
Milton Keynes.
0908 670620

CAMBRIDGESHIRE
LOGIC SALES LTD
6 Midgate,
Peterborough PE1 1TN.
0733 49696

CORNWALL
TRURO MICRO LTD
Bridge House, New Bridge Street,
Truro, Cornwall, TR1 2AA.
0872 40043

DEVON
FLAGSTAR COMPUTERS LTD
Totnes Computer Centre, 1 Apple Lane,
High St., Totnes, South Devon.
0803 865520

EAST SUSSEX
COMPUTA SHOP
18 Broad Street, Seaford,
East Sussex BN25 1PN
0323 491352
COMPUTA SHOP
79 High Street, Uckfield,
East Sussex

ESSEX
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 33/34, Rumlord Shopping Hall,
Market Place, Romford, Essex.
0708 744338
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 619, Pavilion Building,
Lakeside Shopping Centre,
West Thurrock, Grays,
Essex RM16 1WT.
0708 890900
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
205 St. Mary's Lane,
Upminster
Essex
Tel: 04022 25490

GLOUCESTERSHIRE
THE CARTRIDGE FAMILY
151 High Street, Tewkesbury,
Gloucestershire.
0684 290097

HERTFORDSHIRE
FAXMINSTER LTD
25 Market Square, Hemel Hempstead.
0442 255044
GAMESKEEPER
10 Station Road, Letchworth, Herts.
0462 672647
LOGIC SALES LTD
5 Lynton Parade, Cheshunt, Herts.
0992 25323

LONDON
EROL COMPUTERS
125 High Street, Walthamstow,
081-520 7763
ADAMS WORLD OF SOFTWARE LTD
265 Station Road, Harrow, NW.
081-863 7262
ADAMS WORLD OF SOFTWARE LTD
779 High Road, North Finchley, N12.
081-446 2241
LOGIC SALES LTD
19 The Broadway, Southgate,
London, N14 6PH.
081-882 4942
SOFTWARE CHOICE
Units 5&6 Inshops
71-73 The Mall, Stratford,
London, E15.
081-519 6266
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
c/o Shopping World, 259 High Street,
Walthamstow, London E17.
081-503 6633

LEICESTERSHIRE
COMPUTABASE
15 Cradock Street, Loughborough.
0509 210056
K.C. COMPUTER EMP
37 Pinfold Gates,
Loughborough,
Leics LE11 1SG
0509 211799
Fax: 0509 881600

MIDDLESEX
ADAMS WORLD OF SOFTWARE LTD
190C Station Road, Edgware.
081-952 0451

STAFFORDSHIRE
FOSTERS
59 Tamworth Street, Lichfield,
Staffs. WS13 6JW.
0543 262341

WALES
SOFTCENTRE
28/30 The Parade,
Cwmbran Town Centre, Cwmbran.
06333 68131

WEST MIDLANDS
SOFTWARE SERVICES
278 Vicarage Rd., Kings Heath,
Birmingham, B14 7NH.
021-441 1871



PICTURE BY KIND COURTESY OF TWENTIETH CENTURY FOX

NEXT MONTH!

A THUMPING GREAT MAG PACKED WITH ALL THAT'S BIGGEST AND BEST FOR YOUR MACHINE!

WIN!

ALL SORTS OF EXTRA-TERRESTRIAL PRIZES IN OUR GREAT ALIEN STORM COMPO, AND MORE FAB CONSOLES IN THE CVG HOTLINES!

CHOCK-A-BLOCK WITH ALL WE'RE FAMOUS FOR, THE AUGUST ISSUE IS OUT 15TH JULY, ONLY £1.35!!


The World
at your fingertips
Super Famicom-Fun For All The Family
Nintendo
SUPER FAMICOM
SELECT START
POWER
EJECT
RESET
STANDARD MODE
ADVANCE MODE
The Super Famicoms incredible potential has now been taken a step further into a fantastic world of graphics, game play and sound.
Advance Console Entertainment offers an easy entry into this domain with a recognised performance upgrade known as the 'Advance Colour Enhancement'.
Due to the incorrect display of colour and sound on the standard PAL I and Scart modified Super Famicom you can now with the use of the modified CH1-CH2 switch (found at the back of the machine), select between the standard mode and the Advance Colour Enhancement mode for what is ultimately a stunning difference.
Thanks to a dynamic research and development team providing up to the minute technology with high performance products, Advance Console's Super Famicom is surely superior to any other.
The Advance Colour Enhancement mode is exclusively designed by, and available only from, Advance Console Entertainment.
ADVANCE CONSOLE ENTERTAINMENT
46-48 Osnaburgh Street, London NW1 3ND
Tel: 071-383 0480 Fax: 071-383 0482
Personal callers welcome
NINTENDO, SUPER FAMICOM are trademarks of their respective owners

WHY THE ANGELIC SMILE?

"STUNNING, IMMENSE, EXCELLENT, GREAT, DEFINITIVE, ENORMOUS"



THE ONE 93%
"Experience a complete virtual reality, inside your computer."

ZERO HERO
"With excellent graphics and acres of game play CYBERCON III plunges you into the heart of a defence complex – GREAT STUFF!"

1ST ACTION A1 RATED 87%
"Cybercon is a game that will entice beginners and keep hardened gamers happy for a long time."

COMPUTER +video GAMES 87%
"This is the most involved 3D game I've ever seen."

88% AMIGA POWER
"A deeply serious, immensely playable and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."

93% CU AMIGA
"A stunningly detailed virtual reality. If you're after the definitive 3D experience, this is where to find it."

AMIGA FORMAT
"A stunning game... Incredible 3D, which is fast and smooth moving."
90%
FORMAT AMIGA GOLD

91% AMIGA ACTION

AVAILABLE ON:
ATARI ST
AMIGA • IBM

RELEASE DATE:
WEEK COMMENCING
20/05/91

For Further Information call Danielle Woodyatt on
021-625-3366

U.S.G

U.S. Gold Ltd, Units 2/3 Holford Way, Holfor




WHY THE ANGELIC SMILE?
"STUNNING, IMMENSE, EXCELLENT, GREAT, DEFINITIVE, ENORMOUS"
BECAUSE PEOPLE SEEM TO LIKE ME!
THE One 93%
"Experience a complete virtual reality, inside your computer."
88% AMIGA POWER
"A deeply serious, immensely playable and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."
ZERO HERO
"With excellent graphics and acres of game play CYBERCON III plunges you into the heart of a defence complex – GREAT STUFF!"
93% CU AMIGA
"A stunningly detailed virtual reality. If you're after the definitive 3D experience, this is where to find it."
1 ST ACTION A1 RATED 87%
"Cybercon is a game that will entice beginners and keep hardened gamers happy for a long time."
"A stunning game... Incredible 3D, which is fast and smooth moving."
90%
AMIGA FORMAT GOLD
AMIGA FORMAT
COMPUTER +video GAMES 87%
"This is the most involved 3D game I've ever seen."
91% AMIGA ACTION
"Assembly Line and Ricardo Pinto have done an excellent job on the storyline and game – you're guaranteed hours of fun playing this game – EXCELLENT!"
AVAILABLE ON:
ATARI ST
AMIGA • IBM
RELEASE DATE:
WEEK COMMENCING
20/05/91
For Further Information call Danielle Woodyatt on
021-625-3366
CYBERCON III
ONE DAY INTELLIGENT MACHINES WILL TAKE OVER THE WORLD
CYBERCON III
U.S. GOLD
U.S. GOLD®
U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.